Description

Intended User

<u>Features</u>

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

Describe any libraries you'll be using and share your reasoning for including them.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

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My Expenses

Description

My Expenses make it super easy to manage your expenses. You can easily setup a monthly budget and record all expenses along with a description. In a glance you could see how much money you can still spend, filter the list of expenses of the current month and even get at the end of each month a summary of all your expenses and savings for the past month.

Intended User

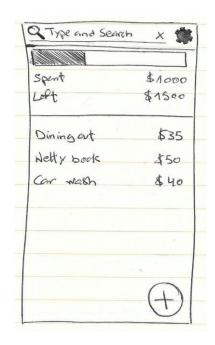
The app is intended for everyone who wants a better control over their expenses, yet they don't need super complicated apps to do it.

Features

- Saves data locally (budget and expenses)
- Google Play Services Sign in to make easier to the user to create an account in the app
- Use 'holographlibrary' to display summary graphs
- When adding an expense amount, the app automatically searches in the existing
 expenses and displays a list of possible matches in the current month. This is useful to
 not add an expense multiple times (happens to me when I get multiple notifications from
 my bank for the same expense)
- Home screen gives quick access to current expenses and overall budget limit
- Widget can be added to quickly view current expenses vs limits and to add expenses
- App notifies the user at the end of each month, clicking the notification will display a summary of the month's expenses.

User Interface Mocks

Main Screen



Main purpose of the application is to easily add new expenses and view current month's expenses.

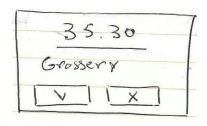
Main screen displays a list of all expenses of current month.

Search field in the toolbar can be used to filter the list. Clicking on an existing expense or FAB will open expense details screen to edit/add an expense.

Sliding an expense deletes it.

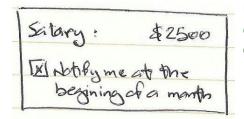
The toolbar also displays a summary of current month expense at the top, it will retract when the user scrolls the expenses list down.

Expense Details Screen



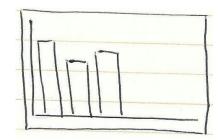
Contains Two text fields to add expense amount and description.

Options Screen



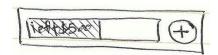
User set's salary: budget available at the beginning of each month, and can enable notification at the beginning of each new month.

Summary Screen



Provides a summary of past 12 months using a bar graph

Expense Details Screen



Displays a summary of current month expenses and a quick access to "add expense" functionality

Key Considerations

How will your app handle data persistence?

I will build a Content Provider and store the data in Sqllite.

Describe any corner cases in the UX.

In main UI, if the user rotates the screen it shouldn't fail the filtering of the list nor reset the list and search field.

In expense detail view, the user must fill both the amount and the description fields. The amount field must be a valid floating point number.

Expense detail view is displayed on top of the main UI, yet there is room for the user to see the main list of expenses, this list is filtered while the user types the "new" expense to help the user confirm it's not a duplicate expense.

Describe any libraries you'll be using and share your reasoning for including them.

Butterknife library makes it easier to deal with views HolographLibrary to display summary graphs.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

You may want to list the subtasks. For example:

- Start a new Android Project and create corresponding Github repository
- Build and run the default Activity, make sure it runs fine on the emulator and my Android device
- Add needed dependencies, try out their examples and make sure they work

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for ExpenseActivity
- Build UI for SettingsActivity
- Build UI for SummaryActivity
- Build UI for Widget

Task 3: Implement the Content Provider

- Design how the data will be stored
- Define a concrete implementation for the Content Provider
- Define the "contract": authority string, content URIs and column names.
- Implement data filter on Main UI

Task 4: Display graphs

- Use Holographlibrary to display expenses graph in main UI
- Use Holographlibrary to display expenses graph in Summary UI

Task 5: Remaining features

Describe the next task. List the subtasks. For example:

- Implement Google Sign in
- Implement end of month notification
- Implement the Widget