

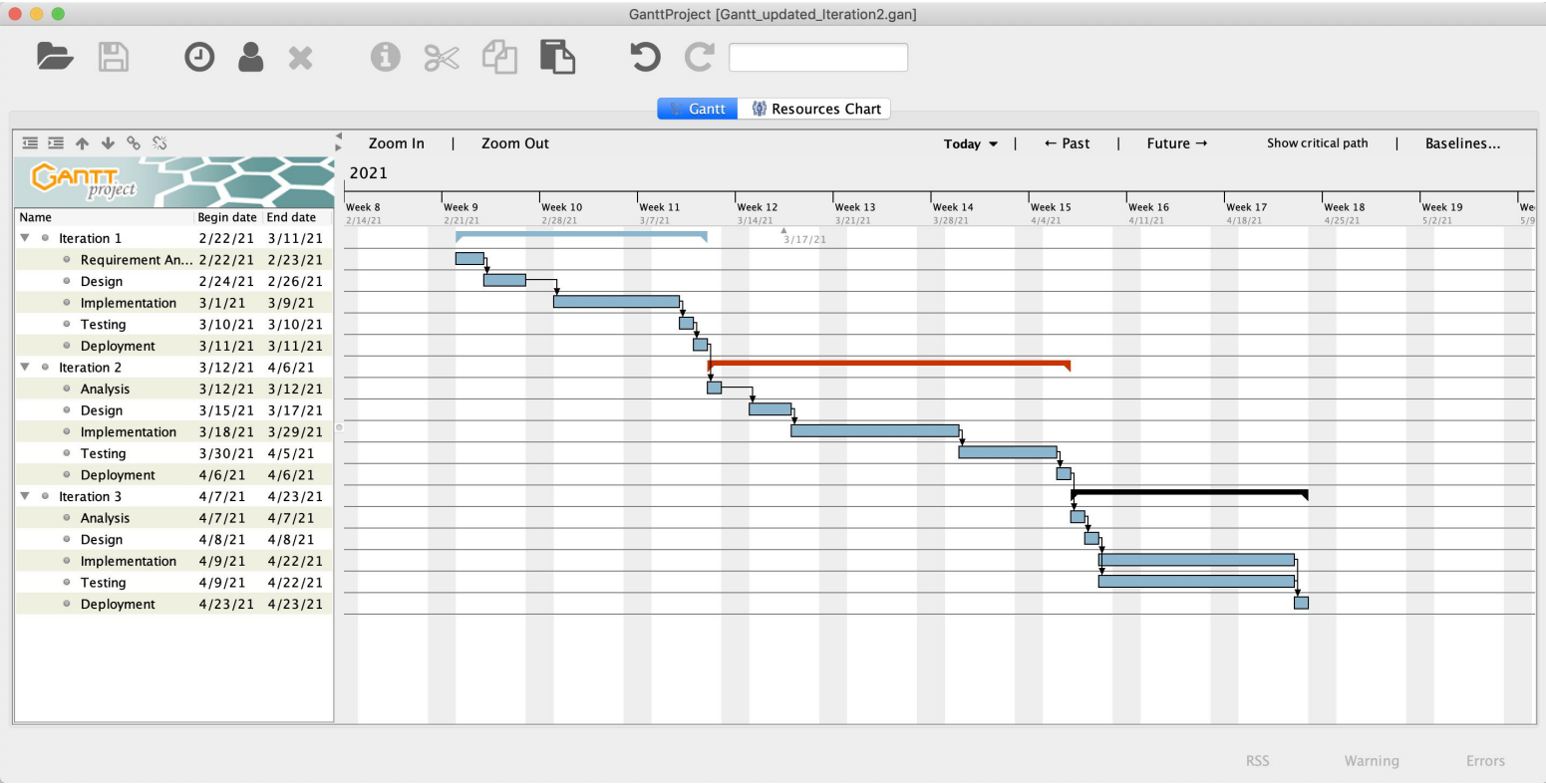
## **Bear Budget**

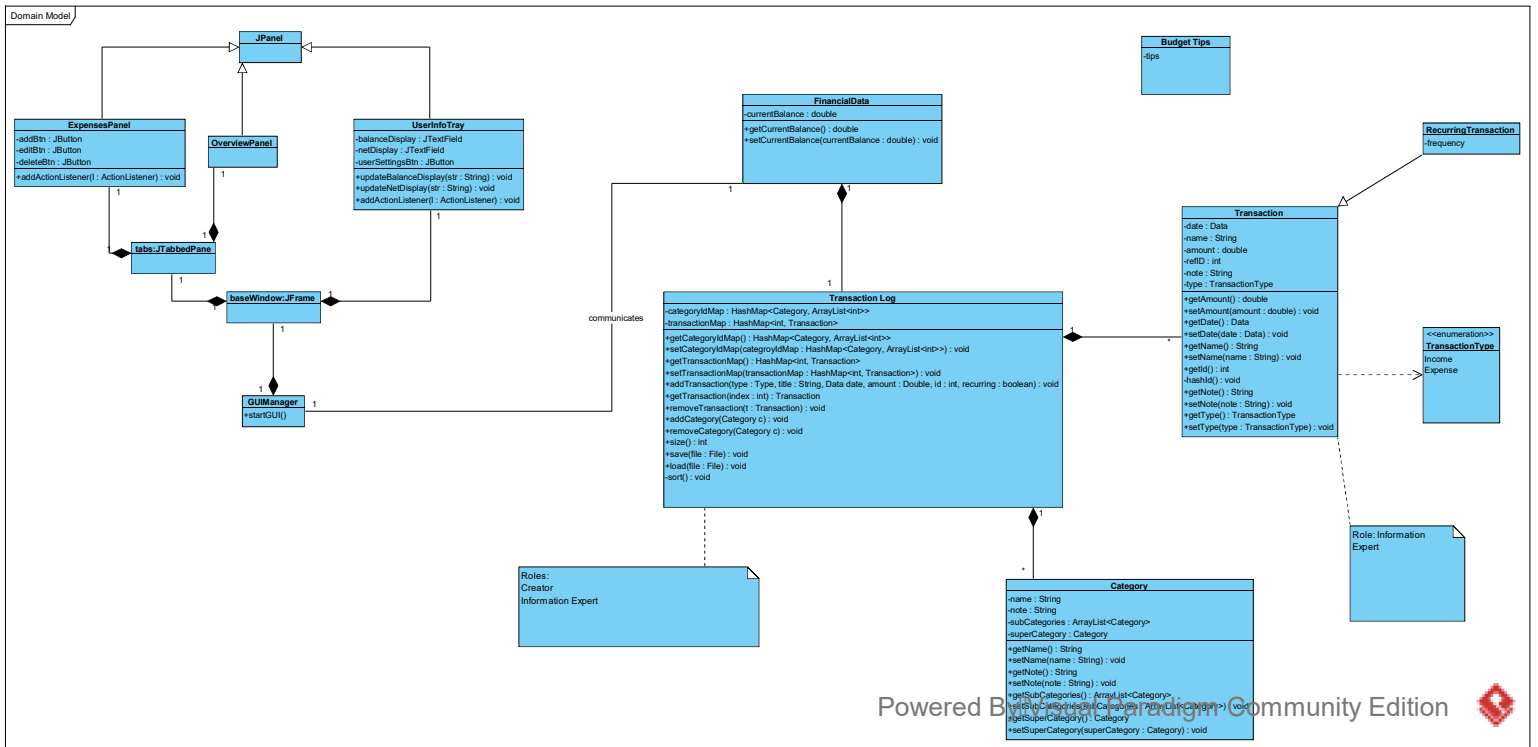
Ethan Robinson

Timmy Frederiksen

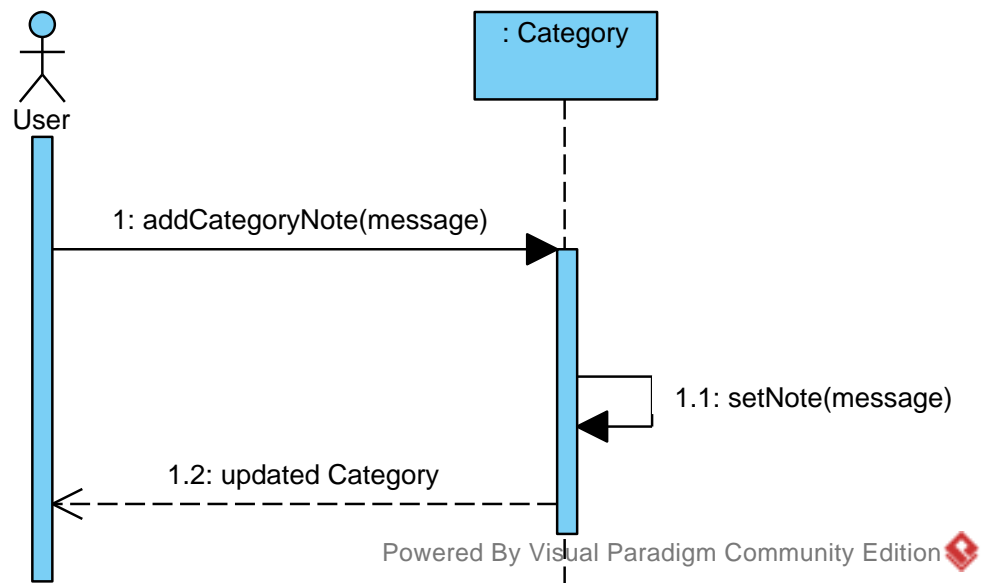
Trae Stevens

Will Henderson

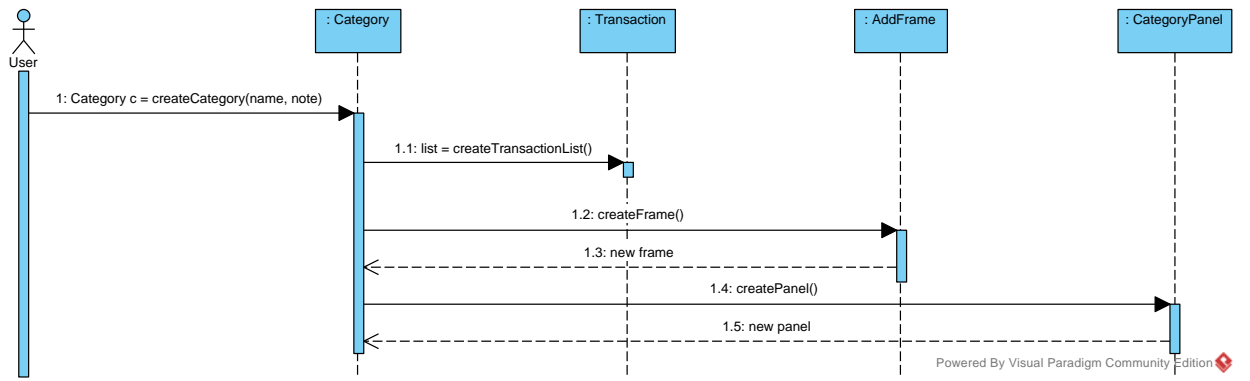




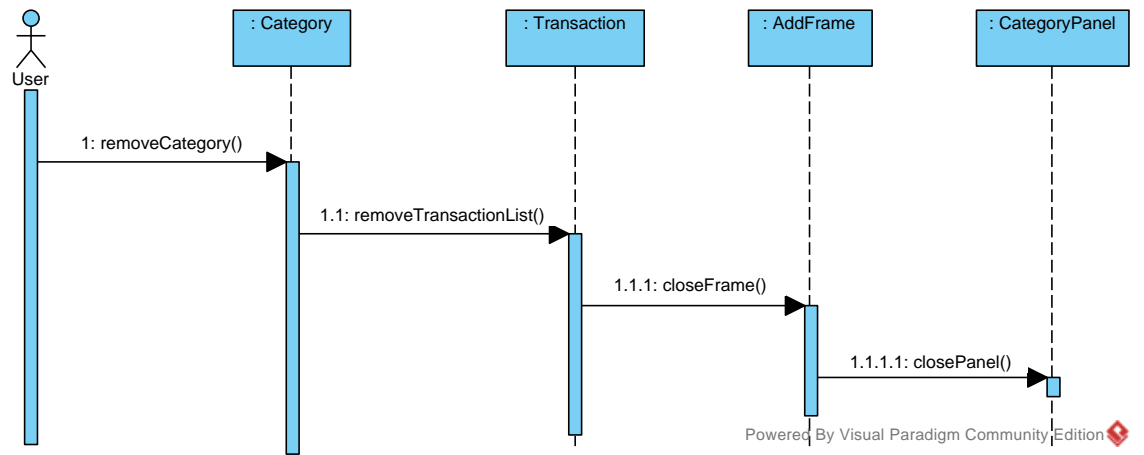
Ethan Robinson

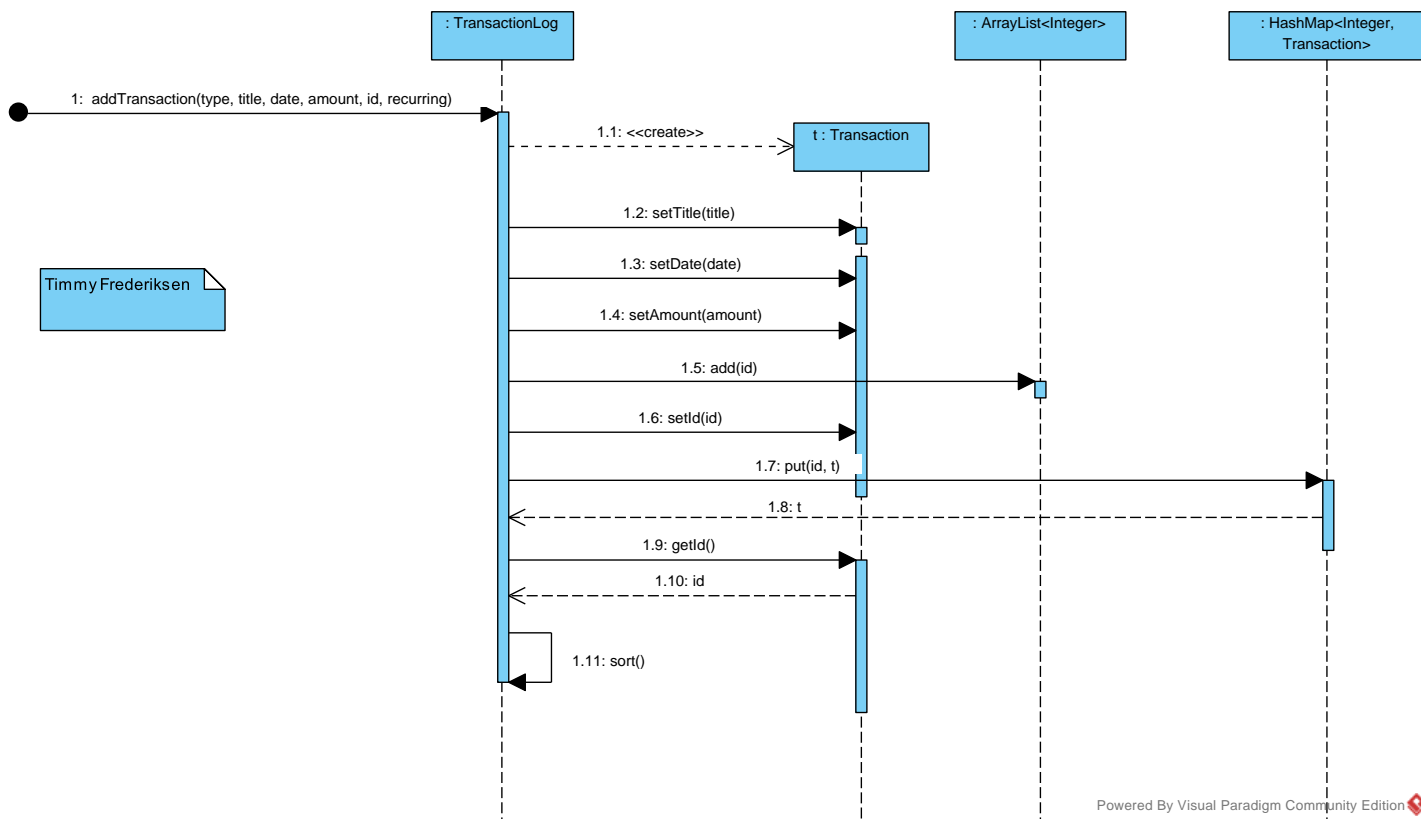


Ethan Robinson

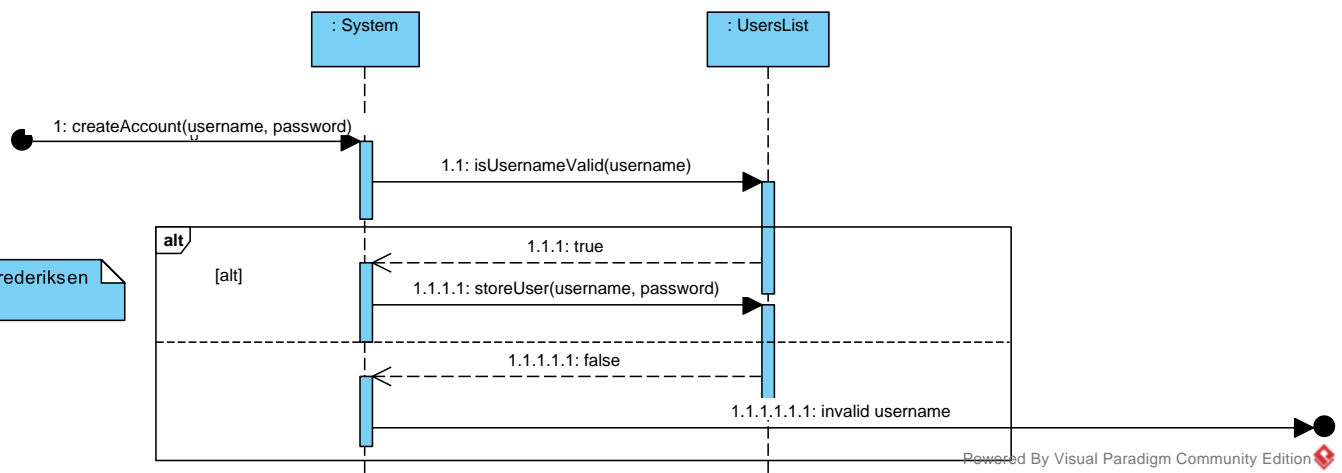


Ethan Robinson

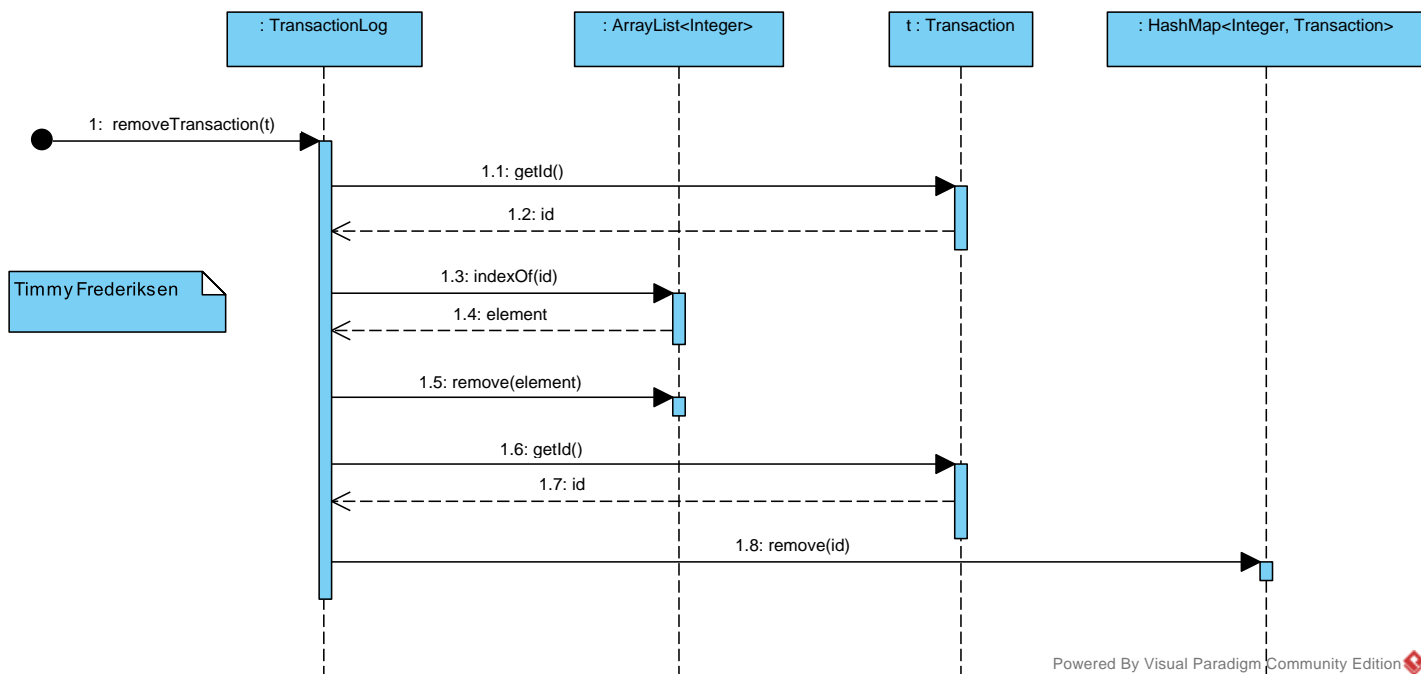


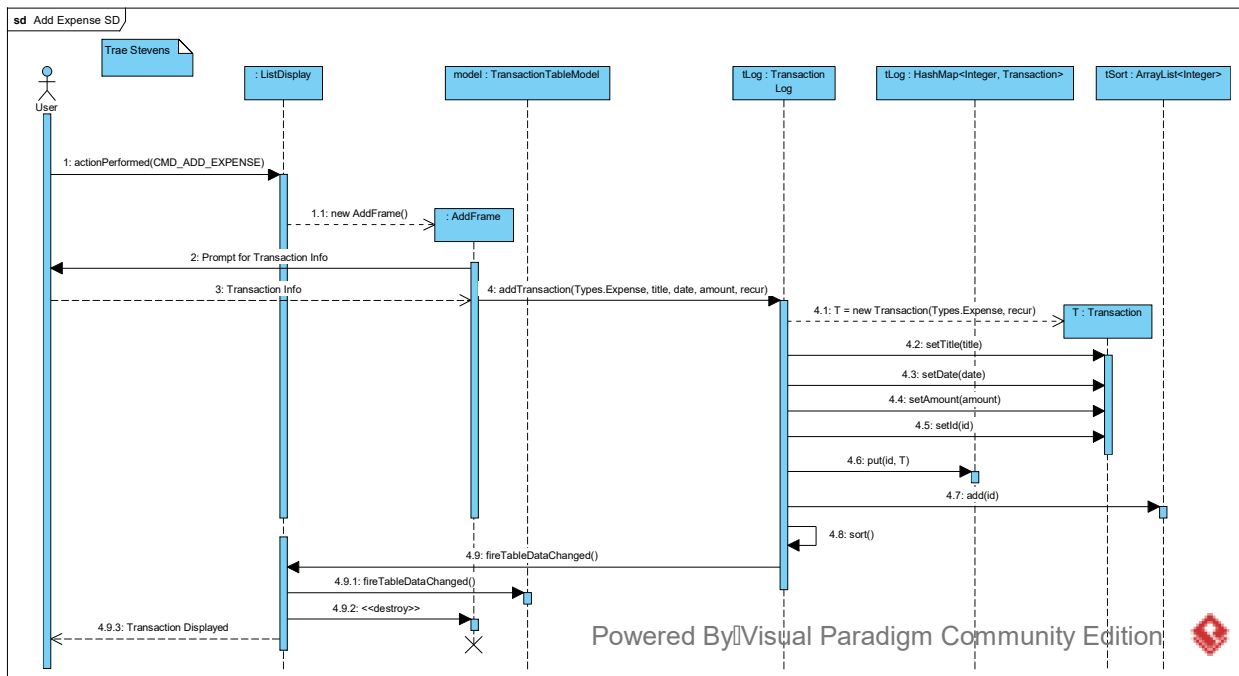


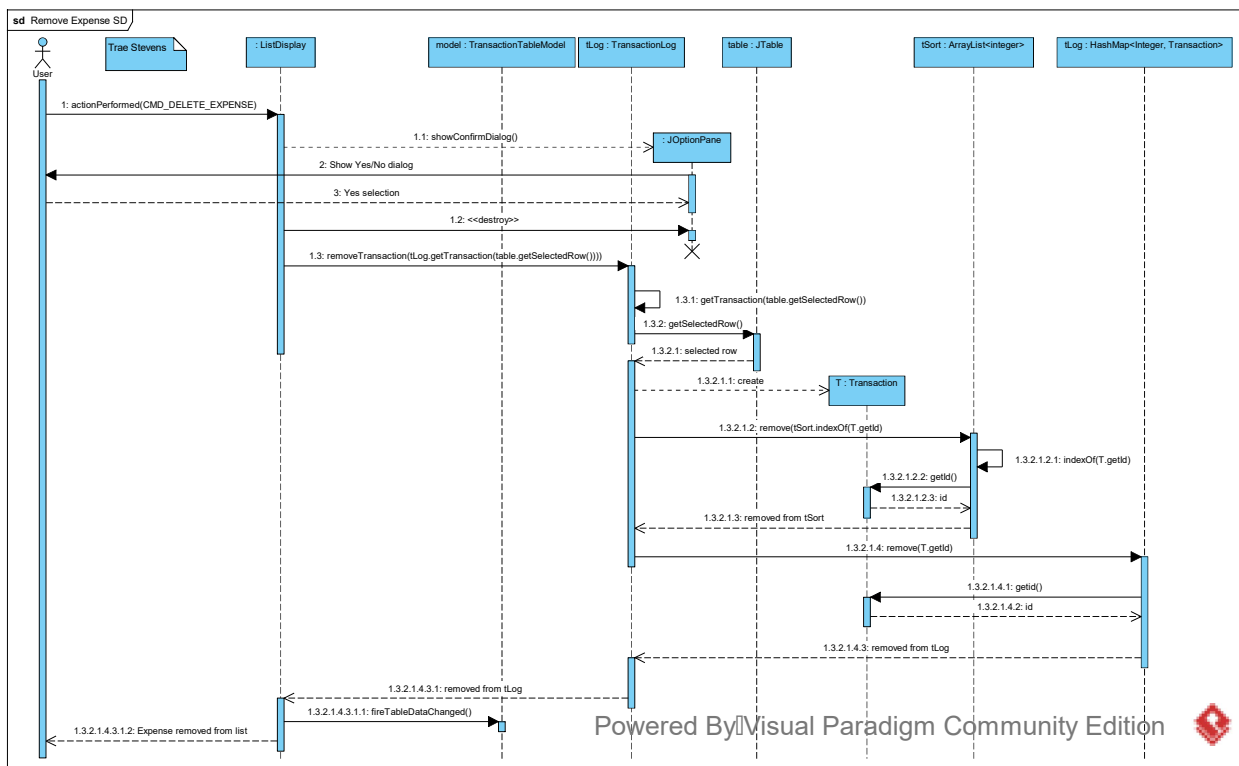
Timmy Frederiksen



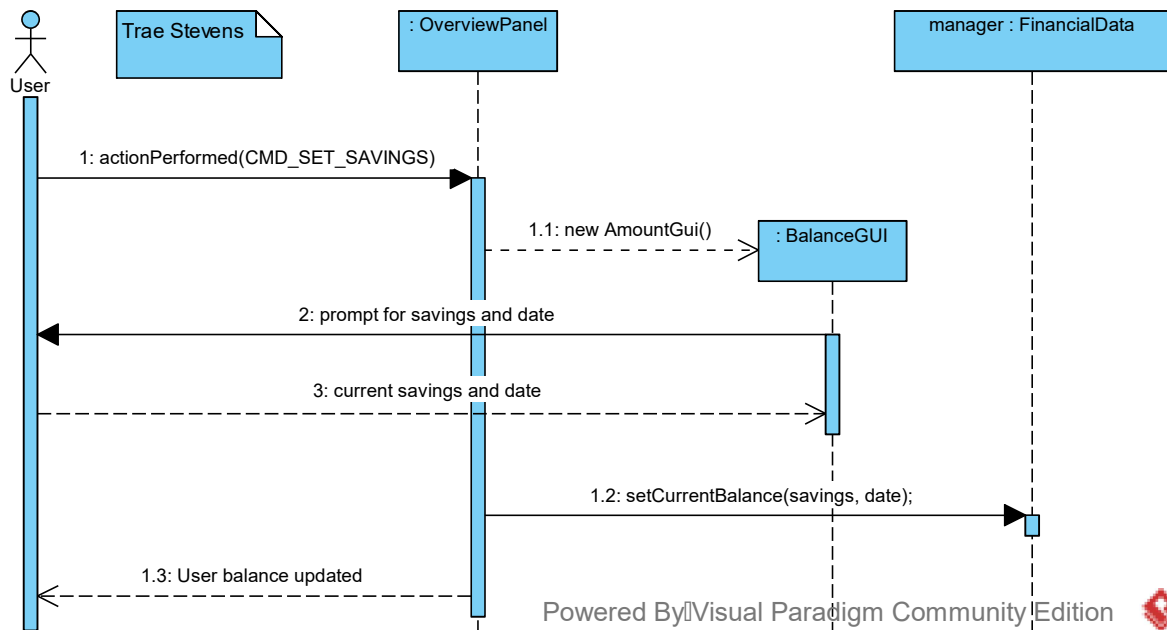


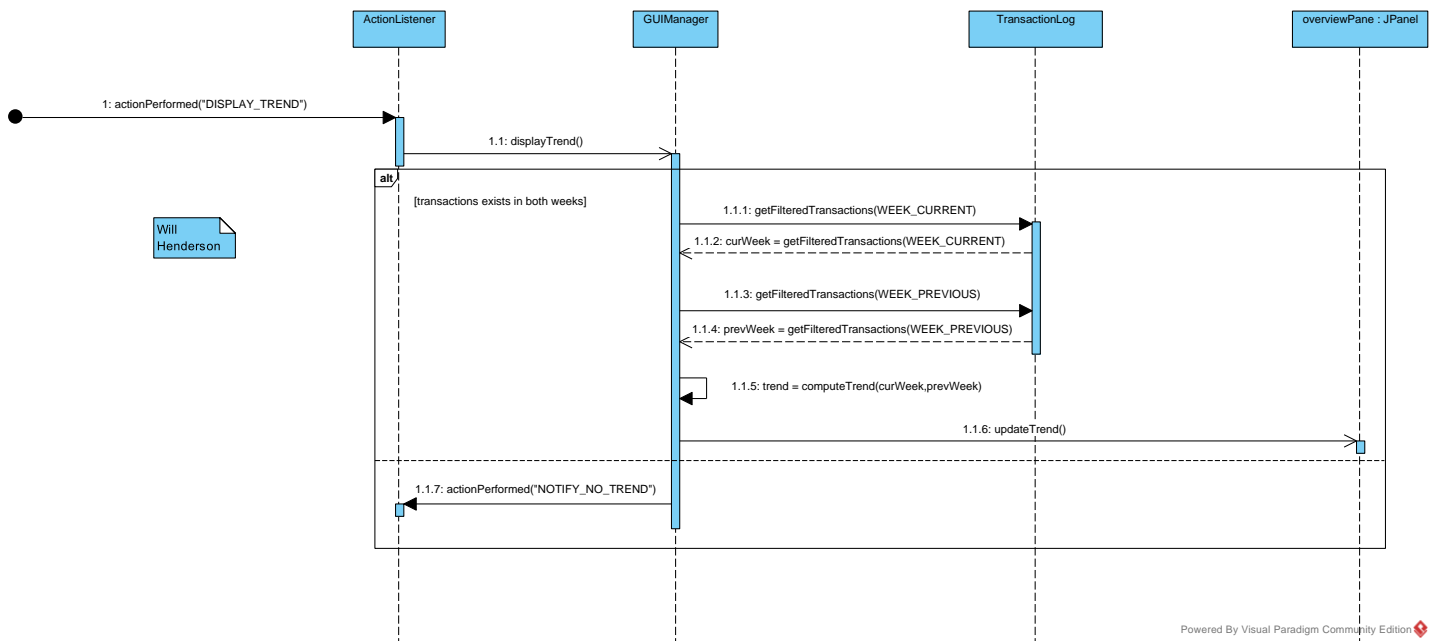


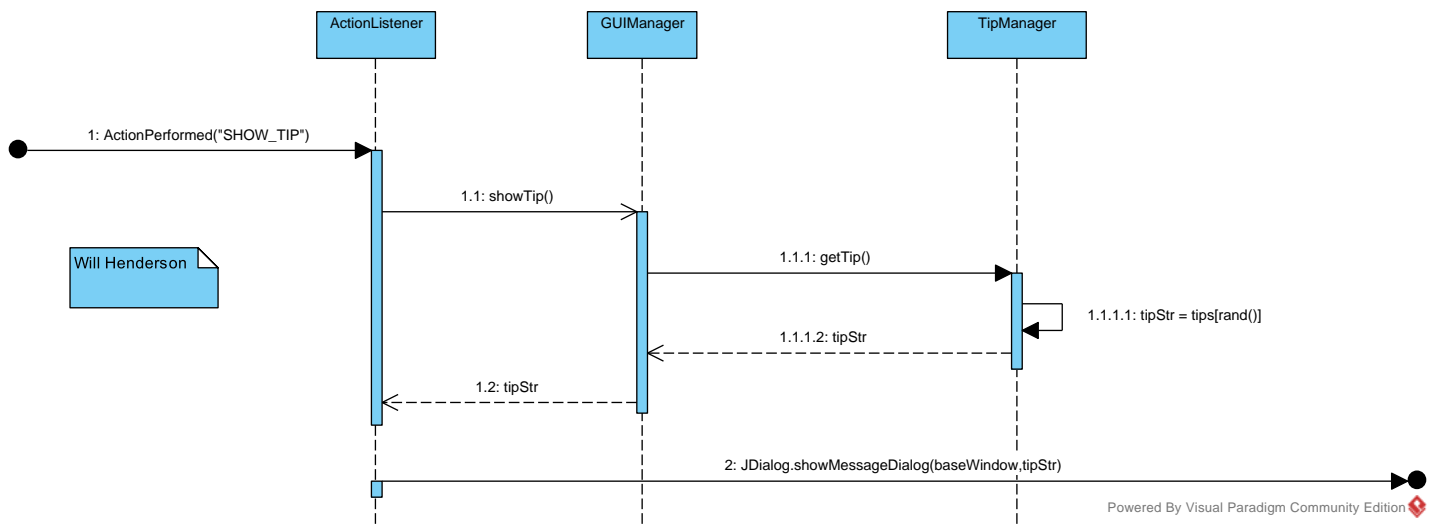


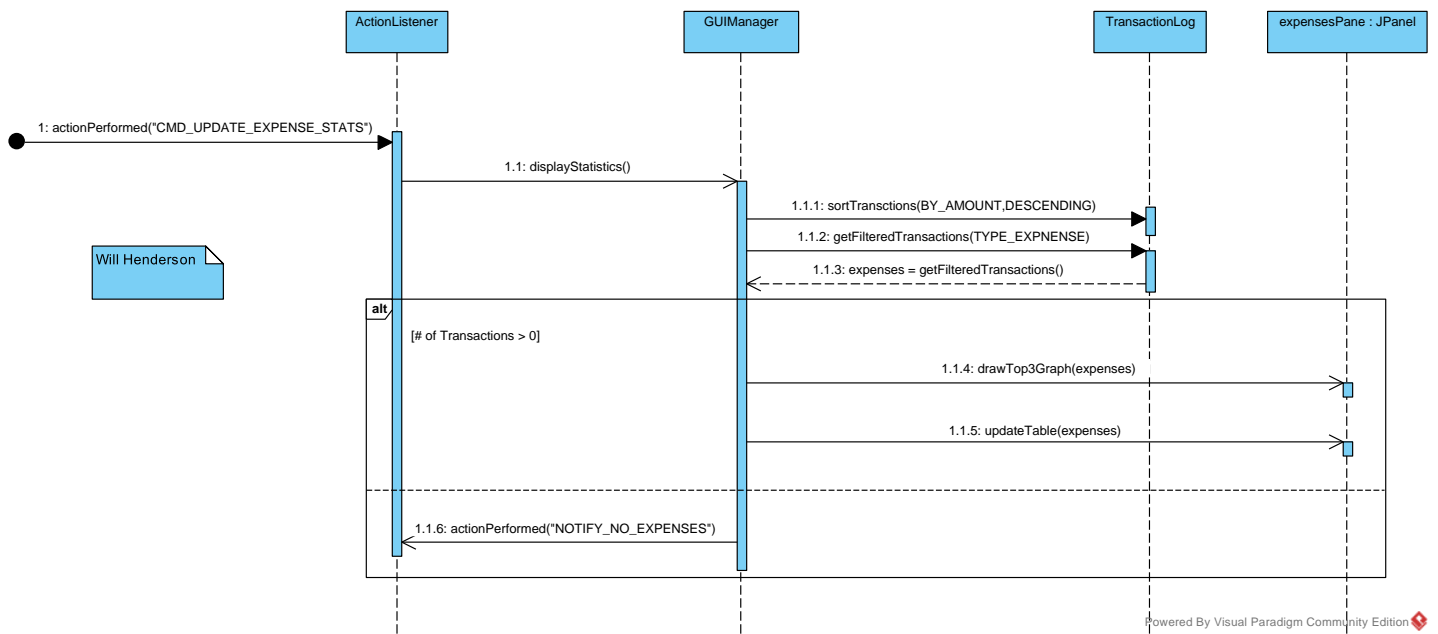


sd Set Savings SD









## GRASP Identification

### TransactionLog:

- Creator and Information Expert
- Handles everything to do with the creation and storage of Transactions and their Categories. Allows easy access to all Transactions from a single class as well as easy categorizing and sorting.

### Transaction:

- Information Expert
- Stores the information regarding a transaction. Uses a *Types* enumeration to increase reusability. Creation and modification handled by TransactionLog makes it easily adjustable.

### Category:

- Information Expert
- Store a list of their own subcategories as well as a list of transactions within that category. Supports low-coupling by tracking related categories and associated Transactions.

### GUIManager:

- Creator.
- Creates the tabbed menu to display all other information panels. Supports high cohesion by letting panels handle their own functionality. Supports low-coupling by displaying various panels because it doesn't handle panel events or rely on other panels to exist.

### ExpensesPanel

- Creator and information expert
- Creates the ListDisplay panel and buttons for interacting with the list display. Supports low-coupling and high cohesion by letting the ListDisplay handle the Transaction events itself rather than having to access its data members.

### ListDisplay

- Controller and Information expert
- Handles the display of all Transactions and related events such as Transaction creation/deletion. Supports high cohesion by focusing only on the Transactions and their associated functionality.



Sample Text

Hello again

Overview

Expenses

	Title	Amount	Date
Test Title		-15.0	Wed Mar 31 22:53:13 CDT 2021

New Transaction

Details

Remove

Add Expense

Edit Expense

Delete Expense



## Add New Transaction



Type

Expense



Title

Amount

Date

Date

Recurring

☐

Confirm

Cancel

## **Testing Plan**

To test Budget Bear, we will use Junit to test each function of the transaction log and login system. The transaction system is not fully integrated yet, including the expense menu.

For the GUI Manager, we plan to test:

- The creation of frames that will be used by various menu systems.
- The creation of panels for Expenses, Transactions, and Categories.

For the Expense Menu, we plan to test:

- Add Expense, through bounds checking.
- Remove Expense, through bounds checking.
- Initialization of the Edit Expense menu.

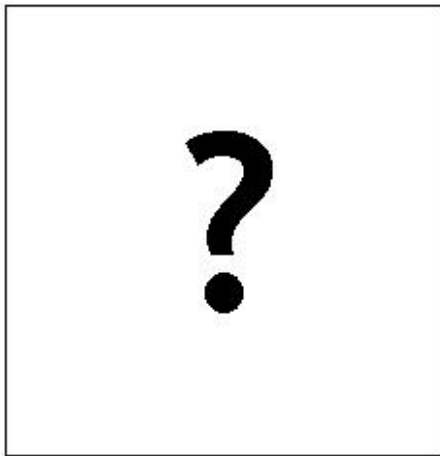
For the TransactionLog, we plan to test:

- The addition/removal of Transactions to the sorting functionality
- The addition of categories to keep track of the expenses
- The ability to group Transactions by their attributes

For the Categories, we plan to test:

- The addition of subcategories with their own transactions
- The addition of transactions within the category object.
- The removal of categories, including their corresponding transactions, subcategories, and their notes.
- The addition of category notes.
- The removal of Transactions from Categories when removed from the Transaction Log
- The addition of Transactions to subcategories

How to combine all of these?



content pane?

Account	1234	1234
Balance	1000	1000
Interest	5.00	5.00
Overdraft	100	100
Transaction	100	100

OK Cancel Print

content pane & main frame?

Income: 1000 Savings: 1000

1000

1000 1000 1000

1000 1000 1000 1000

OK Cancel Print

dialog?

Bear Budget

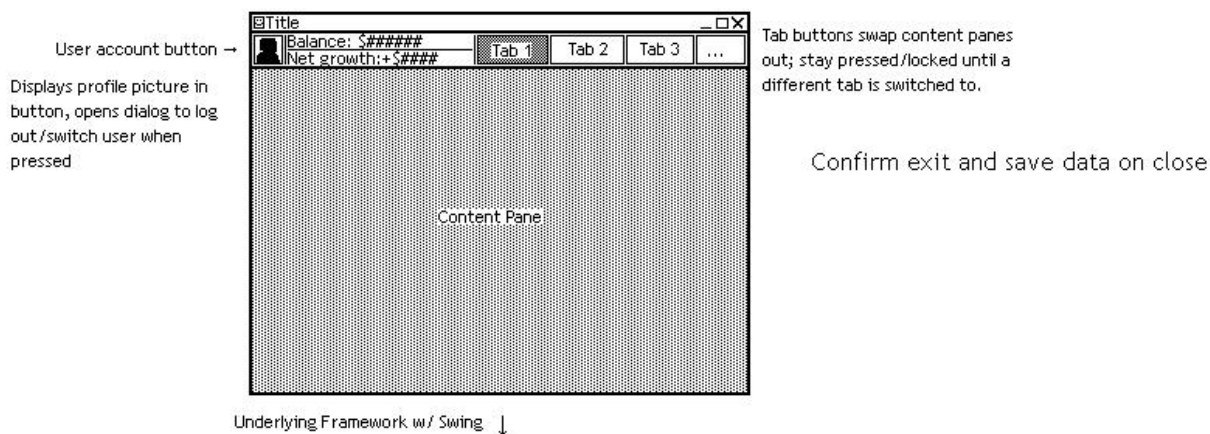


Amount

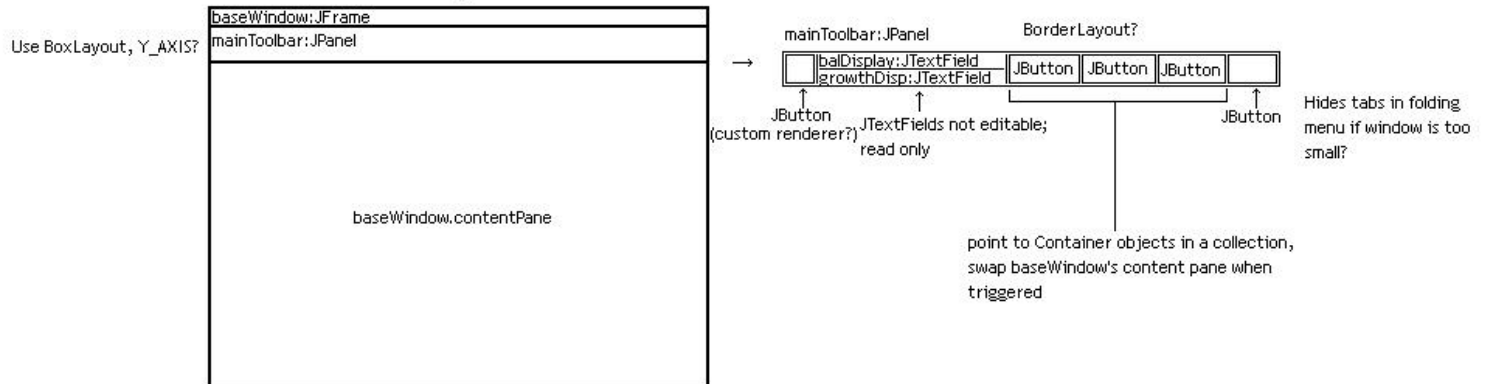
Amount

OK Cancel

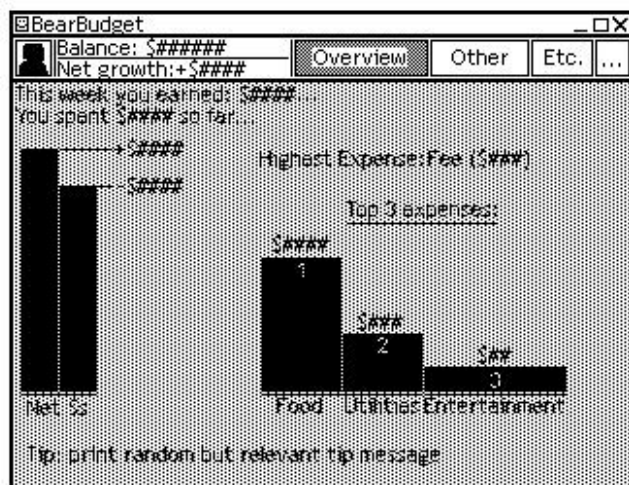
## base GUI (Main window)



Underlying Framework w/ Swing ↓



Overview tab (starts open by default)



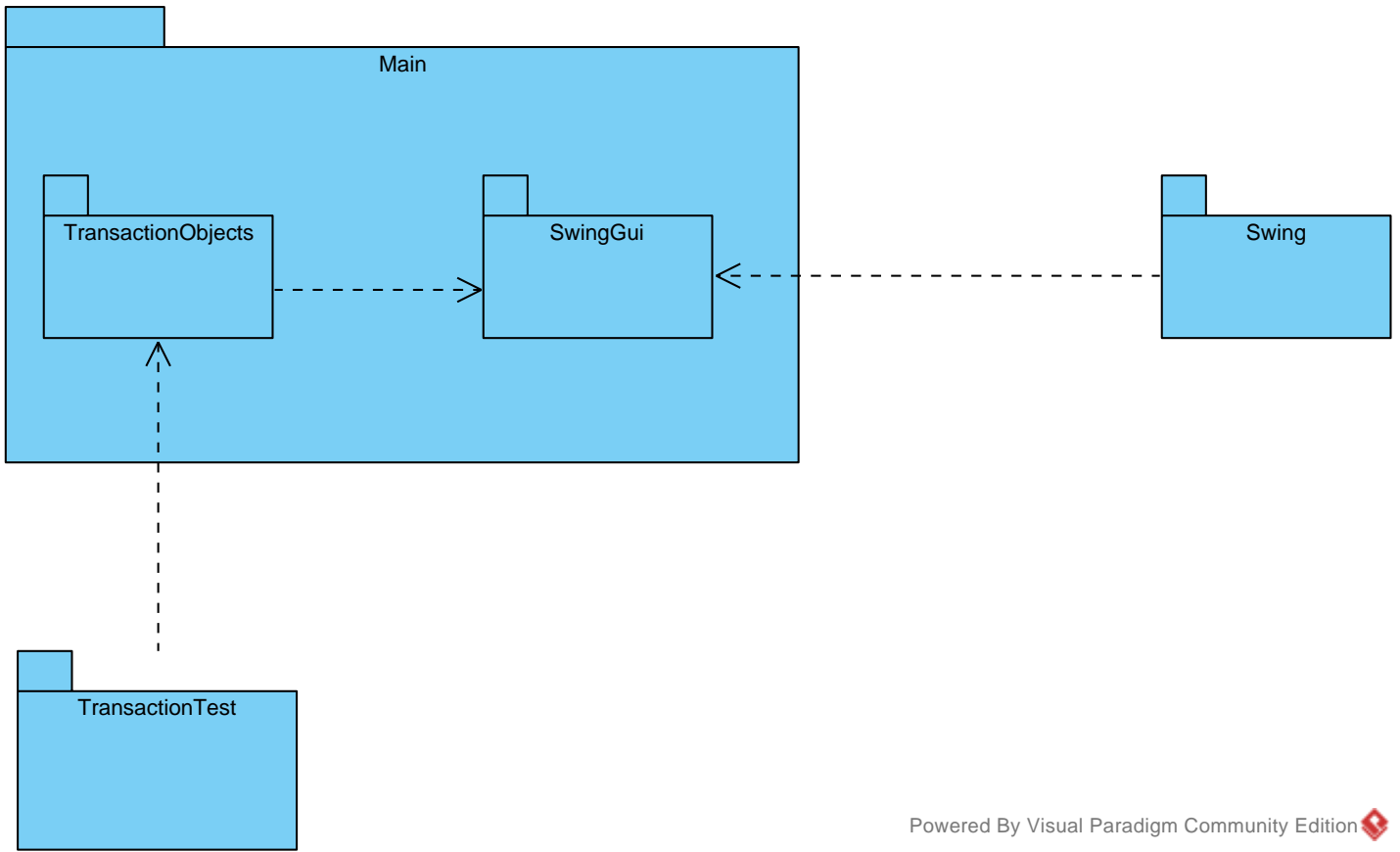
(Won't actually be shaded over)



content pane



(How to draw graphs in Swing?)



# Git

main

CSISWENGSpring2021 / Iteration 2 /

Go to file

Add file

...

TheLunchTrae Changes

bff866d · 24 minutes ago

History

..

.metadata

t

2 days ago

Gantt Diagram

Add files via upload

1 hour ago

Operations

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Project Vision

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Requirements

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

SSD

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Sequence Diagrams/Trae

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Traceability Matrix

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Use Case Diagram

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Use Cases

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

Wireframes

Updated Iteration 2 with Iteration 1 stuff

1 hour ago

maven

Changes

24 minutes ago

wireframes

Create UI\_tab\_overview.png

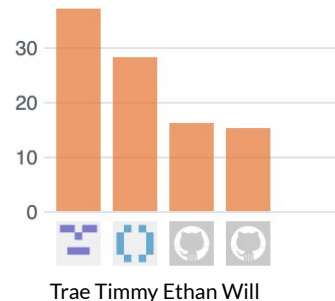
yesterday

Iteration 1 Revised.zip

ALL iteration 1 revised. fixed everything and new pdfs

1 hour ago

Excluding merges, **4 authors** have pushed **96 commits** to main and **96 commits** to all branches. On main, **314 files** have changed and there have been **5,393 additions** and **0 deletions**.





# Issue Tracking - Git

<input type="checkbox"/>	🕒 10 Open ✓ 11 Closed
<input type="checkbox"/>	🕒 1 <b>Presentation</b> <span>to-do</span> #23 opened 4 hours ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Design Class diagram</b> <span>to-do</span> #21 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>timecards report</b> <span>update</span> #20 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Test coverage plan</b> <span>update</span> #15 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>GRASP - justify why system operation in a given class</b> <span>to-do</span> #14 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Sequence/Communication diagrams</b> <span>update</span> #13 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Sequence/Communication diagrams</b> <span>update</span> #12 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Sequence/Communication diagrams</b> <span>update</span> #11 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Sequence/Communication diagrams</b> <span>update</span> #10 opened 2 days ago by timmyFrederiksen
<input type="checkbox"/>	🕒 1 <b>Initial DEMO of User Interface using Maven</b> <span>to-do</span> #9 opened 2 days ago by timmyFrederiksen

<input type="checkbox"/>	🕒 10 Open ✓ 11 Closed
<input type="checkbox"/>	🕒 1 <b>package diagram</b> <span>to-do</span> #22 by timmyFrederiksen was closed 32 minutes ago
<input type="checkbox"/>	🕒 1 <b>suggested point redistribution</b> <span>to-do</span> #19 by timmyFrederiksen was closed 4 hours ago
<input type="checkbox"/>	🕒 1 <b>revised iteration 1</b> <span>update</span> #18 by timmyFrederiksen was closed 3 hours ago
<input type="checkbox"/>	🕒 1 <b>Linked issue tracking system and git</b> <span>to-do</span> #17 by timmyFrederiksen was closed 4 hours ago
<input type="checkbox"/>	🕒 1 <b>Updated project plan (Gantt)</b> <span>update</span> #16 by timmyFrederiksen was closed 4 hours ago
<input type="checkbox"/>	🕒 1 <b>Use Case Diagram</b> <span>to-do</span> #8 by TheLunchTrae was closed 2 days ago
<input type="checkbox"/>	🕒 1 <b>Traceability Matrix</b> <span>to-do</span> #7 by TheLunchTrae was closed 28 days ago
<input type="checkbox"/>	🕒 1 <b>Use cases</b> <span>documentation</span> #6 by TheLunchTrae was closed 2 days ago
<input type="checkbox"/>	🕒 1 <b>Gantt Diagram</b> <span>documentation</span> #5 by TheLunchTrae was closed 2 days ago
<input type="checkbox"/>	🕒 1 <b>Domain Model</b> <span>documentation</span> #4 by TheLunchTrae was closed on Mar 2
<input type="checkbox"/>	🕒 1 <b>Project Vision Revisions</b> #3 by timmyFrederiksen was closed on Mar 1

# Hours Worked

About equal time at 26 hours

