

1. Main Class (Main):

- The **main** method is the entry point of the program. It prints a welcome message and then calls the **optionsSelection** method to display the menu and handle user input.

2. optionsSelection Method:

- This method presents a menu of options to the user.
- It uses two arrays: **arr** for storing menu options as strings and **arr1** for storing corresponding integers representing menu choices.
- It initializes an **ArrayList<Integer>** named **expenses** to store the user's expenses.
- The user is prompted to choose an option, and based on their choice, various actions are performed using a switch statement.
- Options include reviewing, adding, deleting, sorting, searching expenses, and closing the application.
- Recursive calls to **optionsSelection** are used to keep the program running until the user decides to close it.

3. closeApp Method:

- A simple method that prints a closing message when the user chooses to exit the application.

4. searchExpenses Method:

- Takes an **ArrayList<Integer>** as input and prompts the user to enter an expense to search for.
- It iterates through the expenses to check if the specified expense is present and prints the result.

5. sortExpenses Method:

- Prints the list of expenses before sorting.
- Calls the **bubbleSort** method to sort the expenses in ascending order.
- Prints the sorted list of expenses.

6. bubbleSort Method:

- Implements the bubble sort algorithm to sort the expenses in ascending order.

7. printArrayList Method:

- Prints the contents of an **ArrayList<Integer>**.

Overall Flow:

- The user is presented with a menu.
- Based on the user's choice, various operations on expenses are performed.
- The program allows the user to review, add, delete, sort, search expenses, or close the application.
- Recursive calls to the menu selection method keep the program running until the user chooses to exit.