<Budget>

**<DESIGN Manual>**

Purpose of the document

The purpose of this document is to describe the

Design of Budget .. to the user

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# General Description

## Brief description

Created to manage finance or budgeting that allows users to access and have a simple design that has new innovations such as having some features of expense / income, calendar and graph.

## Project players

Budget is developed by Informatics student at Universitas Pelita Harapan for Human Computer Interaction project.

-Williem Citralin, 00000014292 as a Database Management, Design.

-Leonardo Bunjamin, 00000014225 Main Feature, Documentation.

-Rickhen Hermawan 00000012311 as a Database Management(PIC), input Bill with Camera.

-Octa Wijaya-0000001939 as a Main Feature, Documentation

## Support

You can contact us through [budgetuph@gmail.com](mailto:budgetuph@gmail.com) for support.

## Address

Budget does not require internet connection to be accessed.

## Authentication

Budget does not require authentication in order to be used.

## System Requirement

Minimum System Requirement for Budget to run:

1. Android OS: LOLLIPOP(API 21)

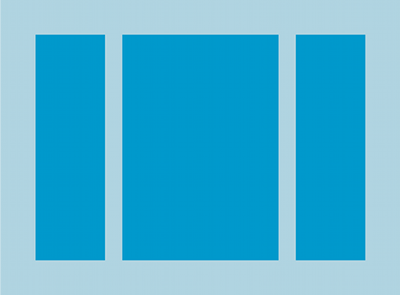
# Design Elements

## General Layout

In general, the layout for main activity Budgeting is given below :

The view geometry is rectangular. A view has a location, which is expressed as a pair of left and top coordinates, and two dimensions, expressed in terms of width and height. The unit for location and dimension is pixels.

Display location can be retrieved by calling getLeft () and getTop () methods. The preceding method returns the left coordinate, or X, the rectangle representing the view. The next method returns the top coordinate, or Y, the rectangle representing the view. Both methods return the display location relative to the parent. For example, if getLeft () returns 20, the display is located 20 pixels to the right from the left-hand edge of the live parent.



(Linier Layout)

In addition, several practical methods are offered to avoid unnecessary computing, ie getRight () and getBottom (). Both of these methods return the coordinates of the rectangular and rectangular edges that represent the view. For example, calling getRight () is similar to the following computation: getLeft () + getWidth ().

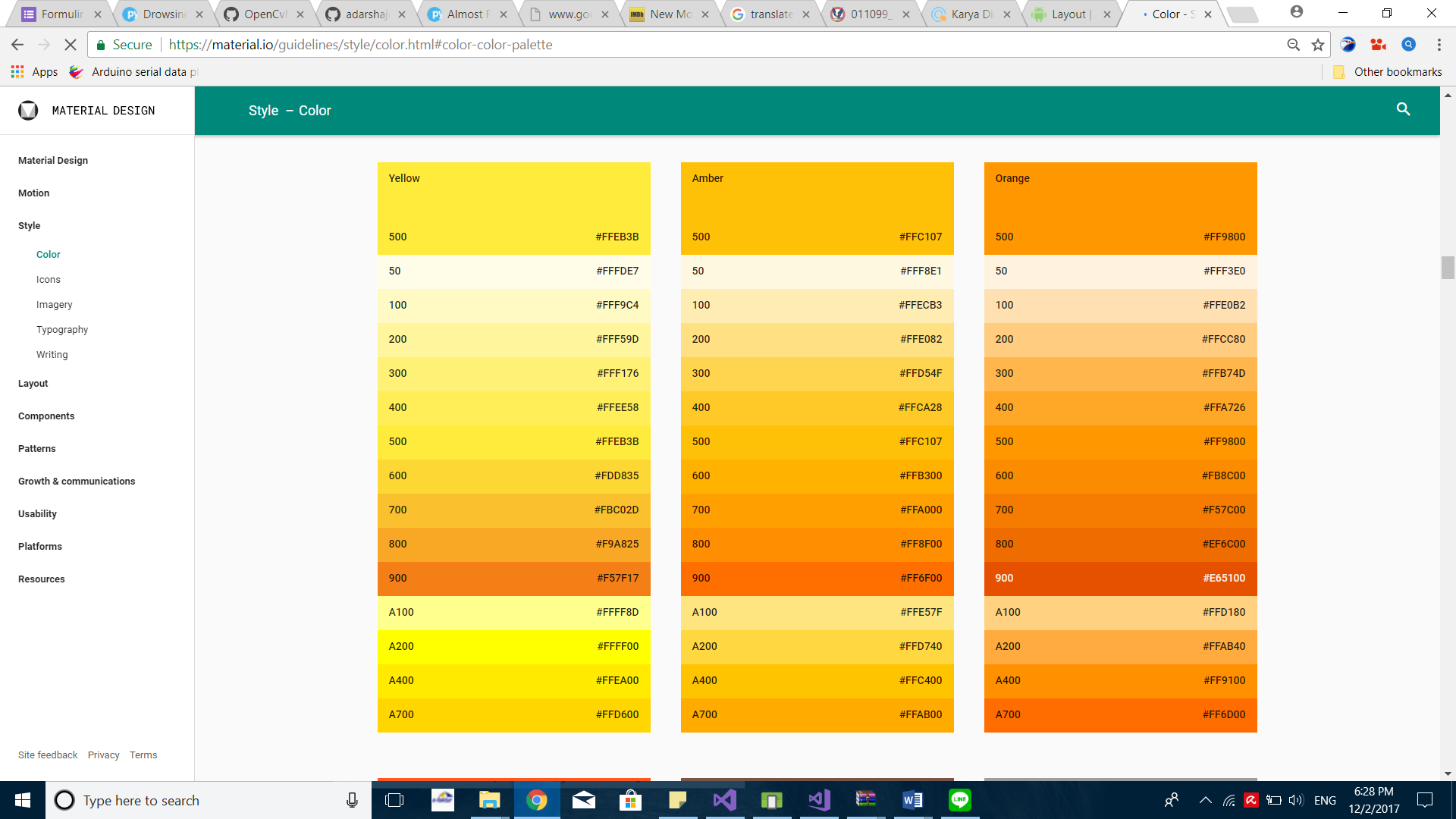
## ICONS

Budgeting Use geometric shapes to visually represent core ideas, capabilities, topics , and icon design is inspired by the tactile and physical quality of material. Each icon is cut, folded, and lit as paper would be, but represented by simple graphic elements. The quality of the material is sturdy, with clean folds and crisp edges. The matte-like finish interacts with light through subtle highlights and consistent shadows.

2.2.1 SIZING

## Colors

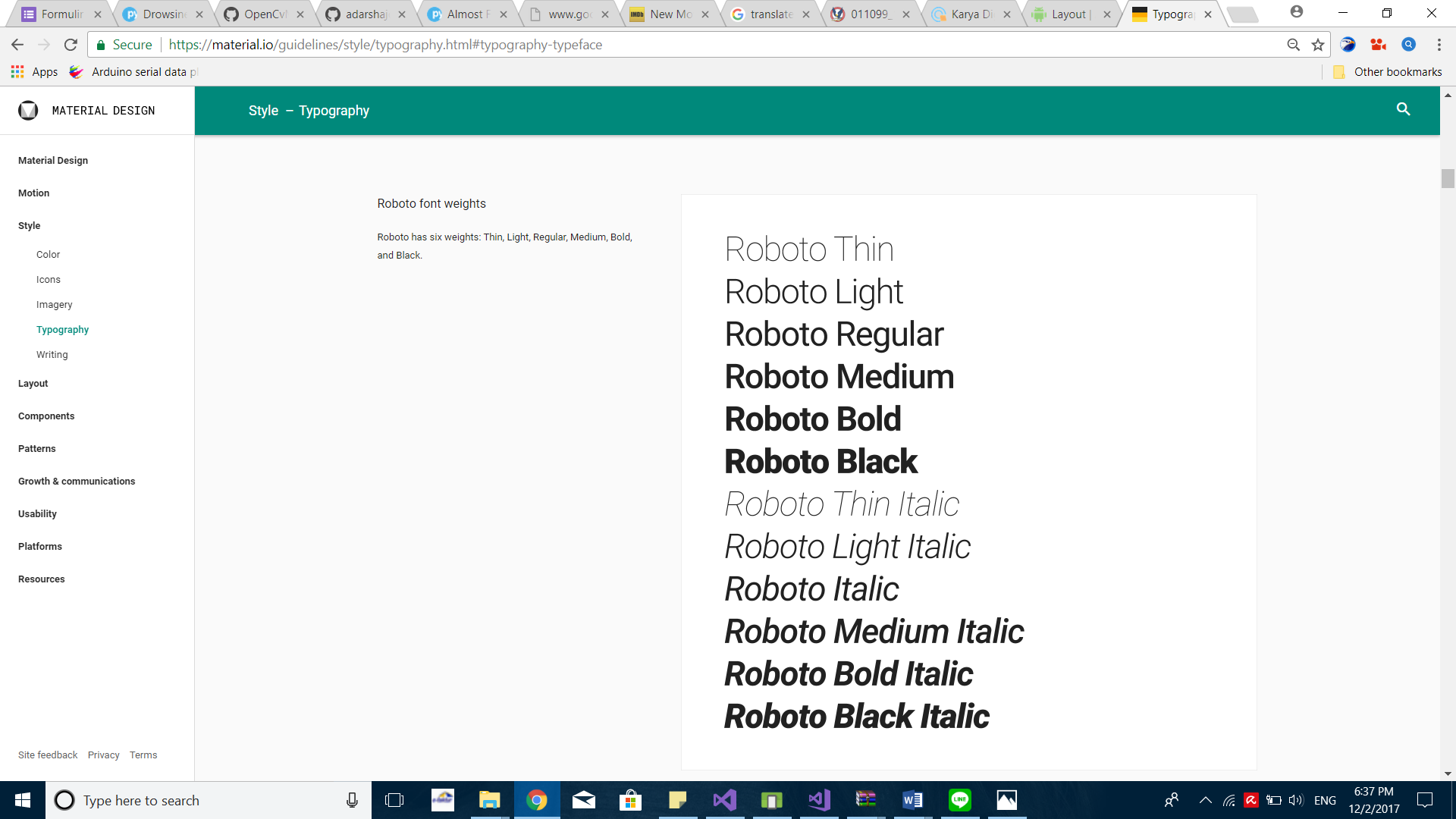
Budgeting application uses the following color pallets, for the yellow theme :



## 2.4 TYPOGRAPHY

2.4.1 FONTS

Budgeting uses Roboto font :



2.4.2 SHADOWS

# REFERENCES

<https://developer.android.com/guide/topics/ui/declaring-layout.html?hl=id>

<https://developer.android.com/guide/topics/ui/layout/linear.html?hl=id>

<https://material.io/guidelines/style/color.html>