

**B.M.S COLLEGE OF ENGINEERING BENGALURU**  
Autonomous Institute, Affiliated to VTU



**SPC AAT Report on**

**EVENT PLANNER BUDGET TRACKER**

*Submitted in partial fulfillment of the requirements for AAT*

Bachelor of Engineering  
in  
Artificial Intelligence and Machine Learning Engineering

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**B.M.S COLLEGE OF ENGINEERING**  
**DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE**  
**LEARNING ENGINEERING**



***DECLARATION***

We, Aysha Heeba & Varshini S D students of 1<sup>st</sup> Semester, B.E, Department of Artificial Intelligence and Machine Learning , BMS College of Engineering, Bangalore, hereby declare that, this AAT Project entitled "**EVENT PLANNER BUDGET TRACKER**" has been carried out in Department of AIML, BMS College of Engineering, Bangalore during the academic semester September 2025 – January 2026. We also declare that to the best of our knowledge and belief, the AAT Project report is not from part of any other report by any other students.

**Student Name**

**Student Signature**

**1.Varshini S D**

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**BMS COLLEGE OF ENGINEERING**  
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**MACHINE LEARNING ENGINEERING**



***CERTIFICATE***

This is to certify that the AAT Project titled “**EVENT PLANNER BUDGET TRACKER**” has been carried out by **Varshini S D (1BM25AI393) & Aysha Heeba (1BM25AI094)** during the academic year 2025-2026.

Signature of the Faculty in Charge

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# INTRODUCTION

For any event to be planned successfully, effective budget management is necessary. The design and implementation of an Event Planner Budget Tracker created with the C programming language are shown in this study. The objective of this project is to assist users in keeping an eye on event costs, comparing them to a preset budget, while making sure that spending remains under control.

This project allows users to input a total event budget and manage multiple expenses through a menu-driven interface. Users can add expense details, view a list of all recorded expenses, and generate a budget summary that displays total expenses and the remaining balance. The use of arrays enables efficient storage of expense names and costs, while conditional statements and loops provide smooth program flow and user interaction.

This project demonstrates fundamental programming concepts such as arrays, loops, conditional statements, user input/output, and basic data management in C. The application is designed to be simple, user-friendly, and effective for basic event budget tracking, making it suitable for beginners learning structured programming.

## ALGORITHM

STEP 1: Start

STEP 2: Input Total Budget

STEP 3: Set Total Expenses = 0

STEP 4: Display menu:

1. Add Expense
2. View Remaining Budget
3. Exit

STEP 5: If choice = 1:

Input Expense Name

Input Expense Amount

Add expense amount to Total Expenses

If Total Expenses > Total Budget:

Display “ Budget Exceeded”

STEP 6: If choice = 2:

Calculate Remaining Budget = Total Budget – Total\_Expenses

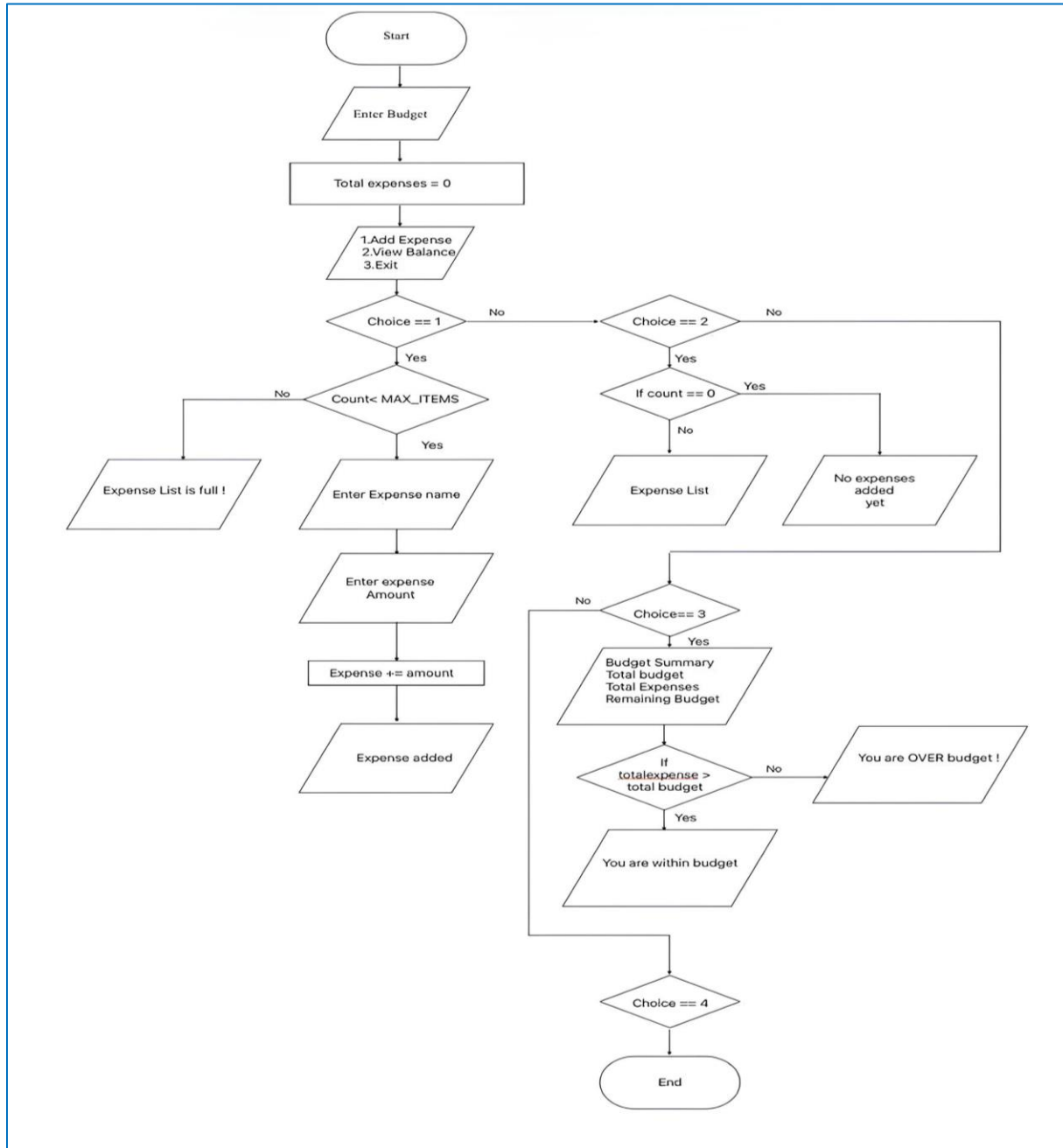
Display Remaining Budget

STEP 7: If choice = 3:

Exit loop

STEP 8 : End

# FLOWCHART



## SOURCE CODE

```
#include <stdio.h>

#define MAX_ITEMS 100

int main() {

    float totalBudget, totalExpense = 0;
    float cost[MAX_ITEMS];      // array of costs
    char name[MAX_ITEMS][50];   // array of names (each name max 49 chars)
    int count = 0;
    int choice;

    printf("==== Event Planner Budget Tracker ====\n");
    printf("Enter total event budget: ");
    scanf("%f", &totalBudget);

    while (1) {
        printf("\n----- MENU ----- \n");
        printf("1. Add an Expense\n");
        printf("2. View Expense List\n");
        printf("3. View Budget Summary\n");
        printf("4. Exit\n");
        printf("Choose an option: ");
        scanf("%d", &choice);

        if (choice == 1) {
            if (count < MAX_ITEMS) {
                printf("Enter expense name (no spaces): ");
```



```

scanf("%s", name[count]); // read name (1 word)

printf("Enter expense cost: ");
scanf("%f", &cost[count]); // read cost

totalExpense += cost[count]; // add cost
count++; // increase count

printf("Expense added!\n");
} else {
    printf("Expense list is full!\n");
}
}

else if (choice == 2) {
    printf("\n--- Expense List ---\n");

    if (count == 0) {
        printf("No expenses added yet.\n");
    } else {
        for (int i = 0; i < count; i++) {
            printf("%d. %s - $%.2f\n", i + 1, name[i], cost[i]);
        }
    }
}

else if (choice == 3) {
    printf("\n--- Budget Summary ---\n");

```

```

printf("Total Budget: $%.2f\n", totalBudget);
printf("Total Expenses: $%.2f\n", totalExpense);
printf("Remaining Budget: $%.2f\n", totalBudget - totalExpense);

if (totalExpense > totalBudget) {
    printf("You are OVER budget!\n");
} else {
    printf("You are within budget.\n");
}
}

else if (choice == 4) {
    printf("Exiting the program... Goodbye!\n");
    return 0;
}

else {
    printf("Invalid option. Try again.\n");
}
}
}

```

## RESULTS

```
===== Event Planner Budget Tracker =====
Enter total event budget: 22500

----- MENU -----
1. Add an Expense
2. View Expense List
3. View Budget Summary
4. Exit
Choose an option: 1
Enter expense name (no spaces): Catering
Enter expense cost: 545
Expense added!

----- MENU -----
1. Add an Expense
2. View Expense List
3. View Budget Summary
4. Exit
Choose an option: 1
Enter expense name (no spaces): music
Enter expense cost: 370
Expense added!

----- MENU -----
1. Add an Expense
2. View Expense List
3. View Budget Summary
4. Exit
Choose an option: food
Enter expense name (no spaces): Enter expense cost: 2200

3. View Budget Summary
4. Exit
Choose an option: food
Enter expense name (no spaces): Enter expense cost: 2200
Expense added!

----- MENU -----
1. Add an Expense
2. View Expense List
3. View Budget Summary
4. Exit
Choose an option: 3

--- Budget Summary ---
Total Budget: $22500.00
Total Expenses: $3115.00
Remaining Budget: $19385.00
You are within budget.

----- MENU -----
1. Add an Expense
2. View Expense List
3. View Budget Summary
4. Exit
Choose an option: 4
Exiting the program... Goodbye!

Process returned 0 (0x0)   execution time : 316.082 s
Press any key to continue.
```

## REFERENCES

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