In this assignment, you will revise the app for money management like in Assignment 4. However, you will use database for storing data and update the UI.

All transactions (add or spend money) will be stored in a database. You need to create a table to store the transactions with date, category (reason), and amount. A positive amount is for adding money, a negative amount is for spending money.

The transaction history looks like this sketch.

手机屏幕截图

描述已自动生成

1. Download the application named “A5”
2. Open it.
3. There are three empty blanks: “Data”, “Amount”, “use for or get from”, one “+” button means “get money” and “-” button means “use money”.

手机屏幕截图

描述已自动生成

1. Type in your data.

图片包含 游戏机, 刀

描述已自动生成

1. Assume I bought 1$ candy on 3/28/2020, so I should click the “-” button.

手机屏幕截图

描述已自动生成

1. Try to type in more data.

手机屏幕截图

描述已自动生成

1. The current balance is on the top.

手机屏幕截图

描述已自动生成

Date:

History

-

+

category:

Price:

|  |  |  |
| --- | --- | --- |
| Date | Amount | Category |
| 01/10/2020 | 1000 | Salary |
| 01/01/2020 | -1 | candy |

Current Balance: $999.00