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This sounds like an interesting problem.

<u>Proposal</u>

For my semester project I will create a project that calculates your college debt once you graduate college. The name of my project will be "The Debt Collector". You will be able to enter your tuition, the amount of financial aid you receive, and how much money you are able to spend on your tuition and how many loans you will have to take out. There will also be a way for you to find out how much interest you will collect after graduation if you do not pay your debts back within a certain amount of time. This project will be very helpful for students who are looking into applying for loans or for students who have already applied for loans and trying to map out their payment plan once they graduate from college. I hope to create a program that uses the math functions on Java in order to help others with their money management. I am hoping that my project will not only be efficient, but extremely helpful to people who aren't the best at saving and planning for their future like I used to be.

To achieve this in my project it will be an interactive program where users have to enter their own tuition, financial aid, and more. All numbers will be different based on the person interacting with the program. Due to this I will be using Java to do the calculations and leaving all the easy work to the user so that it's a perfectly seamless process.