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Expenditure Calculator using Android

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Abstract: Saving is as important as earning keeping this point in mind an idea arises in us for developing an app so that every individual can save and spend according to their salary and pocket money . Students staying away from homes have no idea where their pocket money is going. Hence the main motive behind this project is to save money.

I. INTRODUCTION

Expenditure Calculator is a mobile application based on android technology. Any Individual can install it in their smart mobile phone running on android operating system. Retailers and shop owners of small businesses in rural and local areas often use paper to record their expenses can use it to ease their jobs and can save all records at one place without any fear of data loss. Students can use to record their spendings so that they can save their unwanted expenses. It can be used as a calculator to calculate expenses along with mapping category that in which area the money is going for example clothing, food, travelling etc.

II. LITERATURE SURVEY

This section will presents the reasons based on analysis which tells what is the need of this work when other alternatives are present which can be used to do the same jobs.

A. Calculators

Calculators are the main devices which are used to perform arithmetic operations but they do not have enough memory to save the calculated data for future use and also do not have any category options to save the expense associated with. So to fill these gaps app is a better idea.

B. Computers

Computers are best machines to perform any task but the problem is that what about them who can not afford it like small businessmen   of rural areas running shops to full fill the needs of locals. So the app can serve them better in keeping their records.

III.SYSTEM ARCHITECTURE

A. Plate form

Android studio is the base on which the complete architecture will be implemented.

B. Programming language's used

Java programming will be used in main activity. Because Android Studio supports java in backend to implement apps and because of its oops feature and robustness it provide ease in implementation.

C. Database

To store date like expenses details and to extract saved data , SQLite will be used which is provided by Android Studio itself.

IV.MODULES

A. Add expenses

This module will allows a user to add their expense and in the app.

B. Delete

This module will allows a user to delete their saved data in the app.

C. Category

This module will allows a user to add category associated to their expense.

D. Edit

This module will allows a user to edit their saved expenses.

E. Add income
This module will allows a user to add their income , pocket money , salary etc.

F. Currency
This module will allows a user to choose their currency like rupee, dollar etc.

G. Show Expenses
This module will allow a user to show their expense records .

H. Trends
This module will show in which category most of the money is going.

V. LOGIC USED

For calculations arithmetic operators will be used using loops with the help of programming language.

A. Logic Behind Trends
There will be many expense categories such as medicine , stationary, food, travelling, entertainment, etc. Trend section will show the category in which maximum transactions have been done since first transaction in a months.

B. Notification Alert
Notification alert will alert if transaction sum reaches closer to income saved in app.

VI. CONCLUSION

This app will be helpful in saving our monthly expenses. And avoid unwanted expenses. Tracks where our most of the money is going. Hence will help in spending wisely and efficiently.

VII.   ACKNOWLEDGMENT

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