Universiti Teknologi MARA

Mobile Budget Planner

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ABSTRACT

A budget is simply an organized way of managing users' finances. It enables them to identify and balance money coming in (income) and money going out (expenditure). Financial problems are a common problem in today's society. Many users discover, at the most inconvenient and embarrassing times that their expenses have exceeded their income. These problems exist because users are not organized and well-planned with their finances. Most of the users already organize their financial resources by a manual process being conducted on pieces of paper. This is improper way to keep track of the funds either expenditure or saving. These problems make users have difficulties in managing their financial resources although have some application or system to organize their spending. The aim of this project is to implement spending plan using dynamic programming technique and to develop prototype of mobile budget planner that has an ability to help users in making decision of their budget. In this project research, the dynamic programming technique is used to solve the problem where given a fixed budget, the application will suggest to the users what they should buy. The target user of this application is student because as a student with a very limited income they might think that budgeting is a pointless activity. In fact, the less money they have to live on, the greater the necessity to budget. NetBeans Integrated Development Environment (IDE) 6.1 and Java JDK1.6.0_05 will be used as software requirement during the development phase before transferring the application into mobile phone as hardware requirement. As a conclusion, mobile budget planner enables them to make the suitable use of the limited resources they have.

Keyword: Mobile, Budget Planner, Dynamic Programming Technique.

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