

PERSONAL BUDGET ANDROID APPLICATION



FINAL PROJECT

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Diploma IV Majoring Informatics Management
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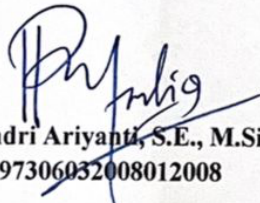
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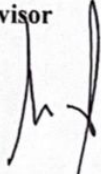
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MOTTO AND DEDICATION

Motto:

"Pantang menyerah adalah kunci dari setiap kesuksesan, jangan pernah menyerah meskipun saat tergelap pun datang."

(B. J. Habibie)

"Education's purpose is to replace an empty mind to open one."

(Malcolm Forbes)

I dedicate it to:

- Allah SWT the Almighty Giver of Help.
- Both parents and extended family who have prayed and given encouragement.
- I myself have completed this program.
- Lecturers who have guided me all this time.
- All friends who have provided support and help

ABSTRAK

Tujuan utama dari laporan Tugas Akhir ini adalah untuk membangun sebuah aplikasi anggaran android pribadi. Analisis menyimpulkan bahwa sistem berhasil diterapkan, memenuhi tujuan proyek untuk meningkatkan efisiensi pengelolaan data keuangan. Proyek ini menggunakan Metodologi Agile, yang menekankan iterasi cepat dan kemampuan beradaptasi. Memanfaatkan alat pemrograman modern seperti Visual Studio Code, Flutter, Xcode Simulator, Laragon, Laravel 9, dan MySQL memungkinkan implementasi fungsionalitas yang andal dan efisien. Unified Modeling Language (UML) berguna untuk desain sistem, khususnya untuk diagram use case. Penelitian ini menggunakan teknik kuantitatif, termasuk kuesioner, untuk mengumpulkan data secara efisien. Studi ini menyoroti pentingnya tahap pengujian selama pengembangan perangkat lunak untuk memastikan akurasi dan kualitas. Secara keseluruhan, inisiatif ini meningkatkan praktik pengelolaan data tugas dan desain sistem.

Kata Kunci: *Budget, Manajemen, Aplikasi, Basis Data, Otentikasi, Agile Metodologi.*

ABSTRACT

The major objective of this Final Project report is to build a personal budget android application. Analysis concluded that the system was successfully implemented, meeting the project's goal of improving the efficiency of managing money. The project used Agile Methodology, which emphasizes rapid iteration and adaptability. Utilizing modern programming tools such as Visual Studio Code, Flutter, Xcode Simulator, Laragon, Laravel 9, and MySQL enabled reliable and efficient implementation of functionality. The Unified Modeling Language (UML) is useful for system design, particularly for use case diagrams. The study used quantitative techniques, including questionnaires, to collect data efficiently. The study highlights the importance of the testing phase during software development to ensure accuracy and quality. Overall, the initiative improved the practice of task data management and system design.

Keywords: *Budget, Management, Application, Database, Authentication, Agile Methodology.*

FOREWORD

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TABLE OF CONTENT

TITLE PAGE.....	i
FINAL PROJECT REPORT APPROVAL SHEET.....	ii
MOTTO AND DEDICATION	iii
<i>ABSTRAK</i>.....	iv
ABSTRACT	v
FOREWORD	vi
TABLE OF CONTENT	viii
LIST OF TABLES	xii
LIST OF FIGURES.....	xiii

CHAPTER I INTRODUCTION

1.1 Background	1
1.2 Problem Statement	2
1.3 Objectives of The Study	2
1.4 Project Scope	2
1.5 Significance	3

CHAPTER II LITERATURE REVIEW

2.1 Introduction.....	4
2.2 Explanation of Key Terms and Terminologies.....	4
2.2.1 Digitalization.....	4
2.2.2 Use Case Diagram.....	5
2.2.3 Activity Diagram.....	6
2.2.4 Class Diagram	7
2.3 Related Literature and Technologies	7
2.3.1 The first research entitled “A theory about personal budgeting” has been conducted by Galperti, Simone (2019).....	7
2.3.2 The second research entitled “Personal Finance and Budgeting Mobile Application, “Cashsave””.....	7
2.3.3 The third research entitled "Investigating the Importance of Creating a Personal Budget among Millenials, their Perception and Satisfaction: A Case Study of Eastern Mediterranean University"	8
2.4 Review of Related Product.....	8
2.4.1 Money Manager	8
2.4.2 Sribuu	10
2.4.3 GoodBudget	11
2.5 Comparison Table	12
2.6 Chapter Summary	13

CHAPTER III METHODOLOGY RESEARCH

3.1 Software Development Methodology.....	14
3.1.1 Agile Methodology	15
3.2 Software and Hardware Requirement.....	18
3.2.1 Table of Software Requirement	18

3.2.1 Table of Hardware Requirement	18
3.3 Proposed System Design	19
3.3.1 UML Modelling of Proposed System	19
3.3.1.1 Use Case Diagram	19
3.3.1.2 Class Diagram.....	20
3.3.1.3 Activity Register Diagram.....	20
3.3.1.4 Login Activity Diagram.....	21
3.3.1.5 Activity Mission Goals Diagram	22
3.3.1.6 Activity Spending Diagram	22
3.3.1.7 Activity Income Diagram	23
3.3.1.8 Activity Change Profile Diagram	23
3.3.1.9 Activity Change Password Diagram.....	24
3.3.1.10 Activity Calculation Process Diagram of The Latest Savings Amount	24
3.4 User Interface Design	26
3.4.1 Welcome Page.....	26
3.4.2 Register Page.....	27
3.4.3 Login Page	27
3.4.4 Dashboard Page.....	27
3.4.5 Income Page	28
3.4.6 Spending Page.....	28
3.4.7 Mission Page	29
3.4.8 Transaction History Page	29
3.4.9 Change Password Page	30
3.4.10 Edit Profile	30
3.5 Chapter Summary	31

CHAPTER IV FINDING AND DISCUSSION

4.1 Introduction.....	32
4.2 Results	32
4.3 Testing	33
4.4 Discussion.....	34

CHAPTER V CONCLUSIONS

5.1 Introduction.....	35
5.2 Project Contribution.....	35
5.3 Dissscussion Result.....	36

BIBLIOGRAPHY

LISTING CODE

APPENDIX

LIST OF TABLES

Table 2.1 Use Case Diagram.....	5
Table 2.2 Activity Diagram.....	6
Table 2.3 Comparison Table	12
Table 3.1 Software Requirement.....	18
Table 3.2 Hardware Requirement.....	18
Table 4.1 Testing.....	34

LIST OF FIGURES

Figure 2.1 Money Manager	9
Figure 2.2 Sribuu.....	10
Figure 2.3 GoodBudget	12
Figure 3.1 Agile Methodology	14
Figure 3.2 Use Case Diagram.....	19
Figure 3.3 Class Diagram	20
Figure 3.4 Activity Register Diagram	21
Figure 3.5 Login Activity Diagram	21
Figure 3.6 Activity Mission Goals Diagram	22
Figure 3.7 Activity Spending Diagram	22
Figure 3.8 Activity Income Diagram	23
Figure 3.9 Activity Change Profile Diagram	23
Figure 3.10 Activity Change Password Diagram	24
Figure 3.11 Activity Calculation Process Diagram of The Latest Savings Amount.....	25
Figure 3.12 Welcome Page.....	26
Figure 3.13 Register Page.....	26
Figure 3.14 Login Page	27
Figure 3.15 Dashboard Page.....	27
Figure 3.16 Income Page.....	28
Figure 3.17 Spending Page.....	28
Figure 3.18 Mission Page.....	29
Figure 3.19 Transaction History Page.....	29
Figure 3.20 Change Password Page	30
Figure 3.21 Edit Profile Page	30

