

Expense Tracker

Mobile App — UI Overview & Design Rationale

This document walks through the screens of Expense Tracker, a personal finance mobile app concept designed and built with Flutter. It explains what each screen contains, why it is organized that way, and what a user can do on it. No source code is included here — this is a walkthrough of the interface and its purpose.

App Concept

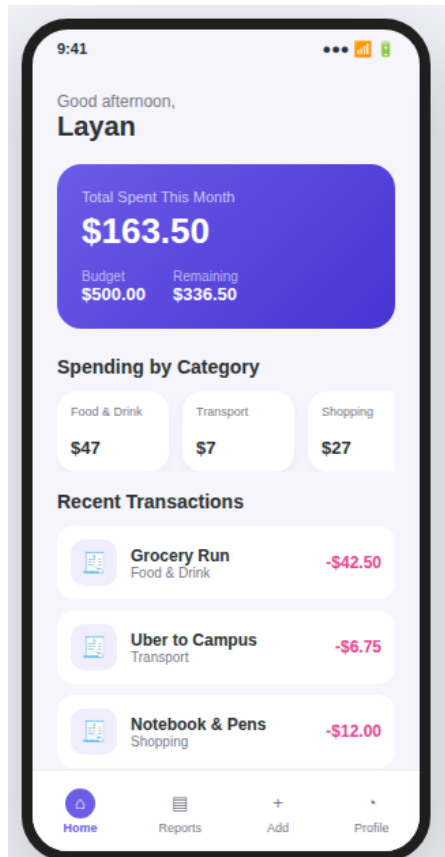
Expense Tracker helps a user log day-to-day spending, see where their money is going by category, and stay within a monthly budget. It is built around four core screens reached through a bottom navigation bar: **Home (Dashboard)**, **Reports**, **Add**, and **Profile**.

Design Approach

The interface uses a single accent color (purple, with a teal secondary accent) across cards, buttons, and progress indicators so the app feels cohesive. Content is grouped into rounded cards on a light neutral background, which keeps numbers and categories easy to scan. The bottom navigation bar keeps the four main sections one tap away at all times.

1. Home / Dashboard

The first screen a user sees after opening the app. It gives an immediate, at-a-glance summary of their financial position for the current month.



What's on this screen

- A personalized greeting ("Good afternoon, Layan")
- A gradient summary card showing total spent this month, the monthly budget, and the remaining amount
- A horizontally scrollable row of category cards (Food & Drink, Transport, Shopping, etc.) each showing a running total
- A list of the most recent transactions, each with an icon, title, category label, and amount

Why it's designed this way

The summary card is placed first and given the strongest visual weight (gradient background, large numbers) because "how much have I spent vs. how much can I still spend" is the single most important question the app answers. Category cards and recent transactions are secondary and scannable rather than dense, so the user isn't overwhelmed on open.

2. Add Expense

The entry point for logging a new purchase. Reached via the central "+" tab in the bottom navigation bar so it's always one tap away, regardless of which screen the user is on.

9:41

Add Expense

Amount

\$ 0.00

Title

e.g. Grocery Run

Category

Food & Drink Transport Shopping Bills

Date

17 August 26, 2026

Save Expense

Home Reports Add Profile

What's on this screen

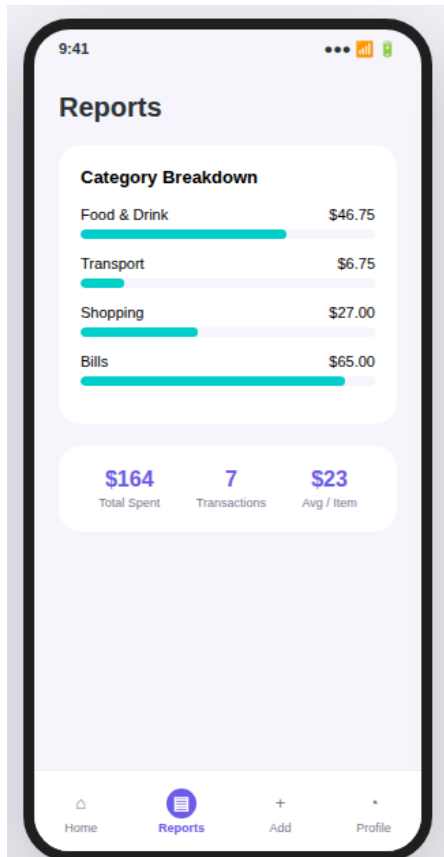
- An amount field, shown large since it's the most important value being entered
- A title field for a short description (e.g. "Grocery Run")
- A row of selectable category chips (Food & Drink, Transport, Shopping, Bills, etc.)
- A date field, defaulting to today's date
- A single primary "Save Expense" button

Why it's designed this way

The form uses one field per line and large touch targets for the category chips, since this screen is meant to be filled out quickly, often right after making a purchase. Keeping it to a single, short form (rather than multiple steps) reduces the chance a user abandons logging an expense.

3. Reports

A breakdown screen for understanding spending patterns over time, rather than just the current running total shown on the Dashboard.



What's on this screen

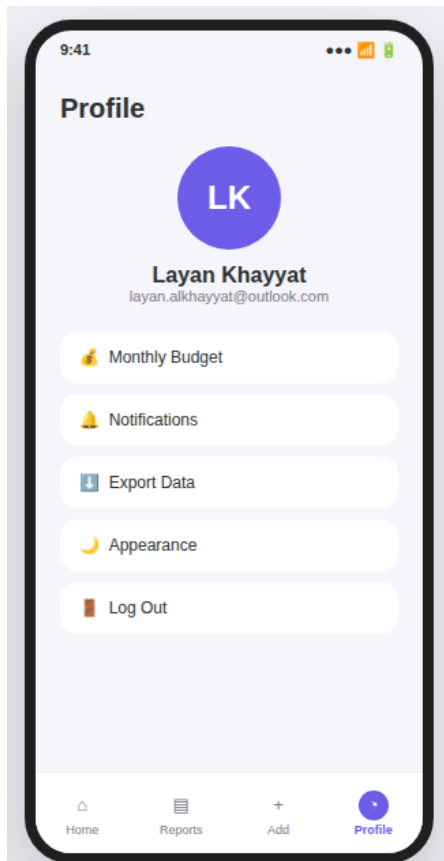
- A "Category Breakdown" card with a horizontal progress bar per category, each labeled with its dollar total
- A summary row underneath with three key stats: Total Spent, number of Transactions, and Average per Item

Why it's designed this way

Progress bars were chosen over a pie chart because they are easier to compare at a glance and scale better on a narrow mobile screen — a user can quickly see which category is largest without needing a legend. The three-stat row below gives quick numeric context to support the visual breakdown above it.

4. Profile

The account and settings screen, where the user manages their personal preferences and app-level settings rather than their transaction data.



What's on this screen

- An avatar (initials-based) with the user's name and email
- A "Monthly Budget" setting to adjust the spending target used on the Dashboard
- Notifications, Export Data, and Appearance settings
- A Log Out action

Why it's designed this way

Settings are grouped as a simple vertical list of tappable rows, a familiar pattern from most mobile apps, so the user doesn't need to learn a new interaction model on this screen. Keeping account management separate from the Dashboard and Reports screens keeps those focused purely on financial data.

Navigation Summary

All four screens are reachable from a persistent bottom navigation bar with four destinations: Home, Reports, Add, and Profile. This keeps every core action within one tap from anywhere in the app and avoids nested menus.