Unit 0: Foundations | Final

Practice: Dream Application

Instructions

Now that you have completed Unit 0, you have a solid foundation in the different tools developers use to build applications using JavaScript. So it's time to start thinking about applications to develop!

For this activity, think about an application that you have always wanted to exist–or about features you would like to add or change on an existing application. Next, consider the skills you have learned from each module of the course and write a description of how you could use those skills to create or update your app. Finally, write code examples to represent one use case for the skills from each module.

Tasks

1. Write a brief description in the box below of the application you are imagining. Your description should walk though who the application is for, what it does, and a few features the user would interact with.

I am creating a **Budget Tracker App** for people who want to manage their money more effectively. The app helps users track their monthly income and expenses, categorize spending, and calculate their remaining balance.

This app is designed for students and working adults who want to understand where their money goes each month. Users can input income, add expenses like rent, transportation, and car loans, and instantly see how much money they have left.

Key features include:

- Tracking income and expenses
- Categorizing spending
- Calculating total balance

- Displaying financial summaries

2. For each module of the course, write a 1-2 sentence description in the box below of how you could use that knowledge to build an application. You should include **at least one skill** from **all** of the modules below.

Organization and Time Management	I would organize the project by first setting up income and expenses, then building calculations, and finally adding loops and conditions to display results clearly.
Values, Data Types, and Operations	I would use numbers for money values, strings for categories, and arithmetic operations to calculate total expenses and remaining balance.
The Growth Mindset	If my calculations or loops don't work correctly, I would debug step-by-step and improve my code instead of giving up.

Stringing Characters Together	I would combine strings and variables to display messages like “You spent $1200 on Rent.”
Control Structures and Logic	I would use if/else statements to check whether the user is saving money, breaking even, or overspending.
Building Arrays	I would store all expenses and categories in arrays to organize the data efficiently.
Using Arrays	I would use arrays to add new expenses and access specific categories when displaying results.
Working With Loops	I would loop through the arrays to calculate total expenses and print each category with its amount.

3. Create a repo with example code for how you would use the skills you have learned from Unit 0 in your application. **Keep in mind:** you will **not** be building a complete application! You are instead creating **examples of code** that might need to exist in this application, using the skills you have learned in Unit 0.

   The code in your repo should:

- Include commented pseudocode to break down the logic for what you are trying to accomplish in each example.
- Use console logs to test your outputs and ensure your code works as expected.
- Follow all of the syntax rules and conventions you have learned about in Unit 0.
- Include comments to identify where the skill from each module is represented in the code.
    - You'll have comments to explain 6 total skills. One from each of the following modules:
        - Values, Data Types, and Operations
        - Stringing Characters Together
        - Control Structures and Logic
        - Building Arrays
        - Using Arrays
        - Working With Loops
    - Keep in mind that you may use multiple skills on one line of code–just make sure you explain each skill in the comment.

Add the link to your repo in the box below:

https://github.com/arunatara1111-creator/final-practiceUnit0-Aruna-T.git