Write the following phone app. Make sure to comment your code and that your name is in a comment line at the beginning of code. Using one of the data storage methods covered in lecture.

**Check/debit card book/ application:**
For this application you are going to need to store data so that it can be retrieved the next time the application is launched. You can use any GUI method you want to build the application.

The check book application will need to do the following:
- display entries already listed
- Change entries already stored
- add new entries

**Add/change new entries:**
The user should be able to enter a date, check number (or ATM or debit), name of payee, and amount. They will also be to put a category on it. Example auto repair, medical, etc. This would also include deposits as well. Change entries to be similar to adding entries, except values are displays and can be changed.

**Display:**
Screen size plays a part here, so thing about this. There should be a running list of entries (how many is up to you and screen size) that displays a small amount of information about each entry. The user can then select it and view more detailed information with everything. The display should also have next/previous/first/last items as well (in a menu or on the screen is up to).

**Category information**
Category names should be stored separately so the user can select one when adding/changing an entry and so they don’t have to retype it every time. They should also be able to add categories when adding new entries. They should also be able to add/change/delete category names separately as well.

**For 5730 students:** Complete the requirements of the program.
Two additional requirements:
(1) The application is deal with multiple accounts. So it will be able to open/view/add/change entries for a more than one checking/savings account.
And (2) if the user wants to “move money” from their savings to their checking account, it should be a category (default one, the user doesn’t have to create it) and they only have to make a single entry and your application will add an entry into the other account.

**TURN IN and GRADING:**
Hard copy:
1. A cover page with Name, program #4, and blackberry or Android, cosc 4730 or 5730 depending on which class you enrolled in.
2. Printed directions for how to use the program, which simulator is needed to run this (include special information like screen size for the android)
3. Print the java code (Android users don’t need to print xml documents).

Soft copy:
1. Put an exported copy of the code in 
   \lamont.cs.uwyo.edu\courses\cosc4730\students\<lastname>\program4\ the source code (project directory)
2. directions for how to play, which simulator is needed to run this (include special information like screen size for the android)

Code will be graded on correctness, comments, and coding style.