Expense Analyser

Produced by John Sands Electronics for the John Sands Sega Personal Computers. Copyright John Sands Electronics. 1984.

Minimum System Sega SC3000
16K RAM minimum: Expense Analyser A
32K RAM minimum: Expense Analyser B

Welcome to the world of computerised expense analysis. This program is designed to enable you to study your household expenditure and income in a number of different ways.
From the main MENU or list, you will find the options presented from **0** to **9** as follows:

0 Add Cash & Expenses
1 Spare Cash Enquiry
2 Combined Category Report
3 Report by month
4 Average Monthly Report
5 Report by Category
6 Profit/Loss Report
7 Saving Data
8 Load Data
***9** Annual Bar Graph

* included on **Expense Analyser B** program only.

Option 0 Add Cash & Expenses
It is important that you enter your expenses and income before using the other options, otherwise you will get a **NO DATA** error message.
Press **0** from the main **MENU**, then enter the number of the month you wish to enter, then press the **CR** key. You will then be presented with a list of pre-set categories – 32 in **Expense Analyser A** program and 52 in **Expense Analyser B** program. Should you wish, you may change the names of the pre-set categories. These are in DATA statement lines at the end of the program listing. Do not change the number of categories or mix expense with income. If you do change any of the pre-set category lines, you should re-save the program under a different file name on another tape.
Type the number of the category you wish to enter, then press **CR**, you will then be asked to give a value for that category. Enter the value without using a dollar sign or commas – use the full stop key for the decimal point – then press **CR**.
Continue entering values for that month and when you have finished, press the **GRAPH** key. The message **CALCULATING!** will appear while the totals are recalculated – this will take 30 to 60 seconds – then the main **MENU** will appear again. You can then call reports for that month or enter values for the next month.

Normally you would enter your forecast values for the year, save your data, then update the actuals as they occur. Note that this forecast facility is only available on **Expense Analyser B** program. Pressing the INS/DEL key enables you to alternate from CALENDAR (January – December) to FISCAL (July – June) year format.
Note: Special features only available on **Expense Analyser B** Program include:
1. An extended list of categories making 52 in total.
2. Extra key functions: –
(i) by pressing **A** or **F** you can alternate between actual and forecast modes.
(ii) Pressing **UP** or **DOWN** arrow keys will show both screens of categories.

Option 1 Spare Cash Enquiry
This enables you to request an amount that you require for a major purchase and the computer will add up your surplus from each month and advise when sufficient funds are available.

Option 2 Combined Category Report
This enables you to specify particular categories on which you require a combined report eg. all fixed expenditure or all discretionary expenditure. Options 2, 3, 4 and 5 give the added option of displaying the results in dollars or as a percentage of income for that period.

Option 3 Report by month
This will give you a report for any one particular month you select.

Option 4 Average Monthly Report
This will give an average monthly report commencing from either January or July, depending on whether you are in calendar or fiscal mode, up to the month you specify.

Option 5 Report by Category
This will give a report by individual category.

Option 6 Profit/Loss Report
This gives a profit or loss report with totals for each month as well as annually.

Option 7 Saving Data
This command copies a file from the computer's memory to a cassette tape.

To save a file, place a blank cassette in your Data Recorder or cassette player and press the **SAVE** or **RECORD** button. Now press the **7** key. You are then asked to enter a file name; type it in then press **CR.** The file name can contain up to sixteen characters.
The message ***Data Saving Start** will be displayed in the command area of the screen and the file will be transferred to the cassette. The time this takes depends on the size of the file. Once saving is complete the message ***Data Saving End** appears.

Option 8 Load Data
This performs the reverse operation to the save command. It copies a file from a cassette tape into the computer's memory. To load a file, start by placing the required cassette in your Data Recorder or cassette player. Then press the **8** key. Next you are asked the file name; type it in then press **CR.** Again, it may be up to sixteen characters long. If you want to load the first file on a cassette, you may simply press **CR.** Now, press the **LOAD** or **PLAY** button on your Data Recorder or cassette player.
The message ***Data Loading Start** will then be displayed.
If there are other files on the cassette before the one you specified, the program informs you as it skips these. When the specified file is reached, the program tells you it has found the file and it is loaded. When loading is complete, ***Data Loading End** is displayed.
If the program cannot read the cassette, ***Tape Read Error** will appear instead. This means you must rewind the cassette and try the loading procedure again.

Option 9 Annual Bar Graph
This gives a color bar graph for the year showing the forecast values in BLACK background and actuals in foreground colour bars. The BLUE line indicates Average Income. **Note:** This option only available on **Expense Analyser B** program.

Tape Loading Instructions

For the John Sands Sega SC3000 Personal Computers.

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.
2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.

3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR Key, the message LOADING START will appear on the screen.
5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.
8. There are two copies of each program on each side of the tape.

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