

Homework 4 - Money, Money, Money

Repository Stuff

1. In your **homework** repo, create a new package called `edu.blackburn.cs.cs212sp16.lastname.bank2`
2. Copy and paste the files from the **lecture** repository package `edu.blackburn.cs.cs212sp16.bankpolymorphism`
3. Click on those files in NetBeans and go to Team->Add
4. Go to Team->Commit... and enter "created copy of base Java classes"
5. Copy the file `bank.uml` from the **lecture** repo documents package to your **homework** repo documents package, and rename it:
`bank-lastname.uml`
6. Click on that file in NetBeans and go to Team->Add
7. Go to Team->Commit... and enter "created copy of UML file"

Part I:

1. Fix the design: it's missing some things
2. Fix the code so it works
3. In Runner fill the array `allAccounts` with five `SavingsAccounts` and five `CheckingAccounts`
4. Print each account (should savings and checking accounts print the same?)
5. Immediately after printing each Account, make a debit or credit on that Account
6. Print the account again, immediately below
7. Make sure your implementation still matches your design

Part II: Create a Loan class

1. Add a Loan class to your UML
2. It's going to inherit from a superclass, as you can guess, but from what, and why?
3. Add any methods/attributes you need; keep track of the interest rate, but don't use it
4. Implement the class; is there a method here that doesn't make sense?
5. In Runner, create a Loan
6. Print the Loan object
7. Randomly generate a (positive) Money object and print it
8. Deposit the new Money object into the Loan
9. Print the loan
10. Repeat until the loan is paid off (you'll go over, and that's fine)

Make sure all of your files are added, and then commit them, and push them. Please do NOT push code that doesn't compile.

Rubric

Standards/comments	10
Time estimate/accounts	5
Class diagram correct	10
Implementation is object-oriented (no static)	5
Subclasses designed/ implemented correctly	20
Correctly store/access the allAccount elements	20
Loan payoff works correctly	20
All classes override toString() method	10