

## 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"

### Actual Work

1. Fix the design: it's missing some things
2. Fix the code so it works (yes, I took some stuff out)
3. Go on to Newb mode (I've changed them!)

### Newb Mode:

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

### Nightmare Mode

Create a Loan class.

1. Add a Loan class to your UML
2. It's going to inherit, 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, and randomly generate deposits until the Loan is paid off

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