Michael Peel & Brent Johnson HW 4

4D continued)

PayFineAmountController.PayFine(ID, Amount) by Controller. This control object manages the payment of a fine whenever it occurs in the system (at checkout or walkup). This allows the Library Staff to locate the member object associated with the member making the payment, check their current fine amount, and process the payment with one method call.

SearchList(ID) by

Member.PayFine(Amount) by INFORMATION EXPERT:

Member.CheckFine() by These methods were placed here using the

Member.ReduceFine(Amount) by information expert GRASP. The data variables

needed for processing are often private

member variables (Member.fine for example).