

Investment Bank (without Arrays)

Description: This project will mimic an investment bank. However there will not be a need for arrays. If you would like to use them on your own that is fine, but they will not count towards your grade.

Goal: To understand the basics of objects

Details:

- Create a person class that will store data about someone opening an account. You may make up the information but you must have at least:
 - Name, balance, stock bought 1, stock bought 2(customer will only buy 2 at a time, since we won't use arrays), and time invested.
 - Create a stock class that will contain information about each stock.
 - Name, value, etc..
 - Create methods and buttons in the GUI that allow the user to create an account and buy stocks.
 - Create a button that will complete a Day
 - When clicked it will update all balances and randomly choose if a stock will go up or down and by how much.
 - Create a list box that will show each investor so that you can click on their name and see what stocks they own and what they are worth.
- Level 1:
 - Classes are setup correctly
 - Create at least one person and one stock.
 - Day button works
 - Level 2:
 - Allow for multiple stocks and multiple people.
 - Without arrays you can plan on 3 of each.
 - Allow the user to choose which stocks to buy.
 - The GUI should work as specified and work well.
 - Level 3:
 - Full buying and selling of stocks work.
 - Add some other interesting features.
 - Arrays are still not needed.

Grading rubric:

A: program works perfectly as detailed above with complete documentation. Program is organized with methods and parameters. All documentation is done before the methods are programmed.

B: The code works well except for the "no slope" possibility

C: The basics of program are all attempted well.

D: The program was attempted, but doesn't work at all.

F: The program was not attempted.