

Credit Name: Class & Object-Oriented Development
Assignment Name: mySavings.java / mySavingsTest.java

Error Log Entry

What error message did you encounter (if any)?

My tester was not working and there was a red underline on the period when I wrote `spot.setnewtotalbank`.

Another error that came up but didn't have a red underline was when I tried putting in a decimal value when I ran the code and it would give many errors and not work

What unexpected behavior did your program exhibit?

For both errors the code wouldn't output properly and give me one reason why the code wasn't working and when I fixed it another error would occur and I would have to try to fix the same error even though the red underline was gone

What caused the issue? (e.g., syntax error, logic error, incorrect function usage, etc.)

For the first one it was a syntax error because I figured out that it that was not the method name and the code couldn't find any class got `setnewtotalbank` which made the continuous red underline in the same spot

For the second one it was a logic error because I wanted to be able to put decimal values and I ended up putting `INT` instead of `DOUBLE` which made the code not able to let the user input a decimal value.

Include a screenshot of specific lines of code.

```
8     }  
9     mySavings spot = new mySavings();  
0     spot.setnewtotalbank(15.00);  
1     System.out.println("In the bank in dollars  
2     mySavings.showtotalinback());
```

The second was was a bunch of redlines when I tried testing it

How did you fix the issue?

I fixed the first issue by putting the proper class name making sure it fully matched the class and it started working

For the second one I switched the int and changed it to a double and it started accepting decimal values

Provide the corrected code or solution using a screenshot.

```
mySavings spot = new mySavings(); // Creates a mySavings object to access savings methods
```

```
System.out.println("How much money do you wish to withdraw? "); // Asks user for amount to remove  
double remove = input.nextDouble(); // Reads amount to remove
```