

Post-project Writeup - Bank of Nerds

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Project Summary

The task was to create a teller-like system that the user can interact with to simulate depositing, withdrawing, and creating accounts for bank customers.

Challenges

Trying to be more object-oriented is admittedly an uphill battle. When I'd normally reach for some sort of auxiliary function, I should instead be reaching for a method call when the data in question is related to an object. It's just hard to know where the distinction is between "a reasonable place to make a class" and "absolutely reaching, just use a struct/dictionary." Additionally, I'm still getting used to working on git with other people, and having to check out shared branches and work on them in tandem feels very rewarding, but can be hard to get right without accidentally making a commit to the wrong branch or having to fix a slew of conflicts.

Successes

I think my user interface is honestly pretty nice. The way things are displayed feels pleasing visually, which I'm happy with. I'll admit, maybe the way data is passed to the program isn't the most intuitive, but I gave the user enough information on how to interface with the program that I'm confident that it's workable. The features also came naturally. It's nice when prior-planning pays off and reduces the overall workload.

Lessons Learned

Abstract classes are neat. It's nice to actually do them properly-right this time, given that the last project I had basically created one, but not actually written it to the style of an abstract class. I'm also getting better with menus and handling user input, I'd like to think. Also, unrelated, but I believe I'm starting to try and kick the validation-first mindset coming from C and move towards a more Pythonic 'better to ask for forgiveness than permission' one. It's hard, but I'm trying to incorporate it more, and I do think it tends to make things flow a bit better and be a bit more readable.