Credit Name: CSE 3120 Object Oriented Programming 1
Assignment Name: My Savings Mastery Project

How has your program changed from planning to coding to now? Please explain?

At the start of coding this assignment, I thought the task was pretty straightforward: develop a program to manage a piggy bank with functions of adding coins, removing money, and showing the total. As I was coding, I made sure the program was user-friendly and logical in structure. I had to carefully handle user input especially for the menu to avoid crashes or unexpected behavior. Adding the `PiggyBank` class allowed me to separate the coin management logic from the user interface in the `MySavings` application. This improved organization and made testing individual methods easier. Additionally, creating the menu-driven interface required careful planning to ensure all options worked seamlessly. While the process was relatively smooth, challenges like handling floating-point precision pushed me to think more critically about the implementation.