

1. Deposit

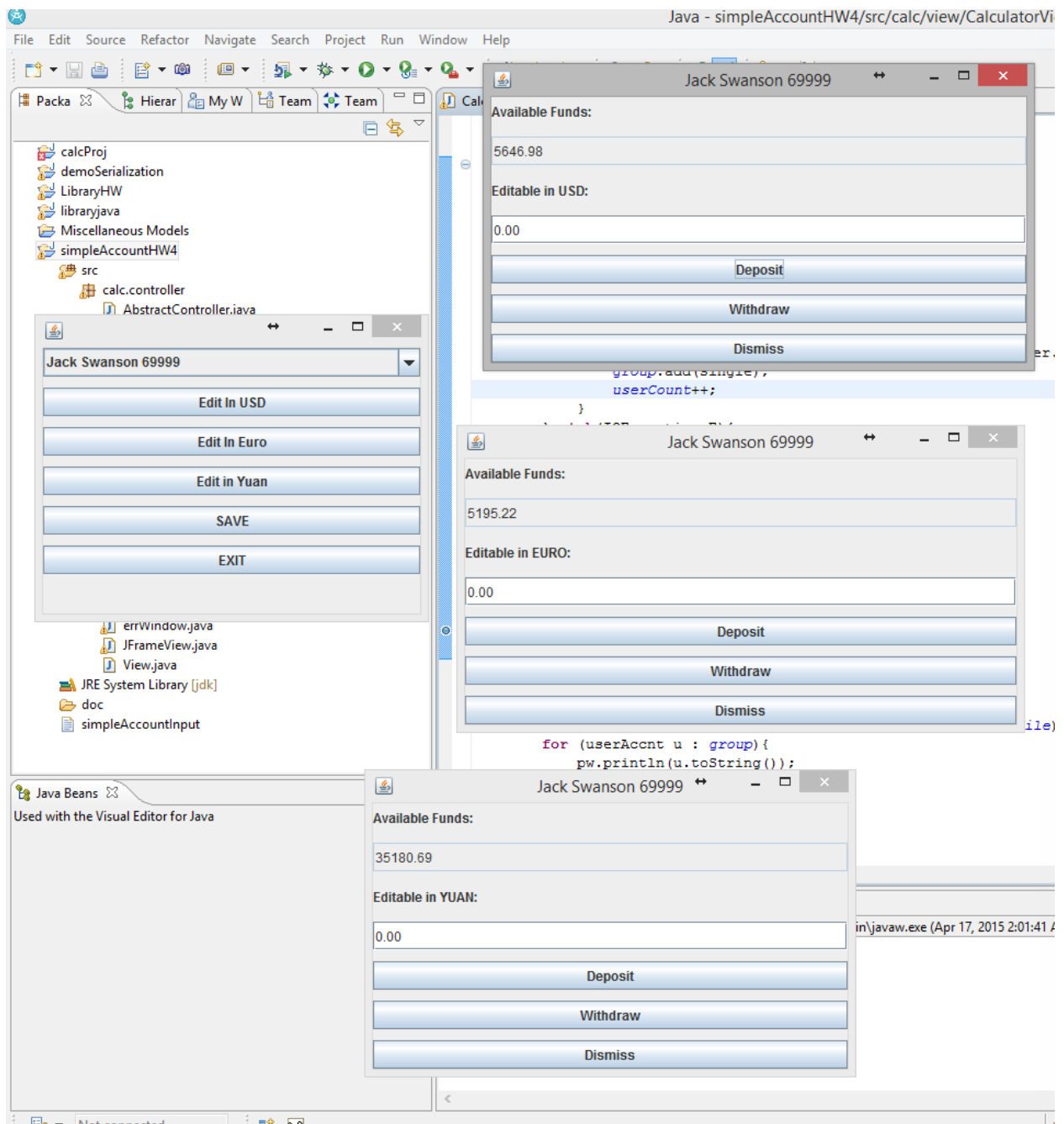
The screenshot displays an IDE environment with the following components:

- Project Explorer:** Shows a project named 'simpleAccountHW4' with a package 'src' containing 'AbstractController.java'.
- Code Editor:** Displays Java code for 'AbstractController.java'. The visible code includes:


```

      group.add(single);
      userCount++;
      }

      for (userAcct u : group){
          pw.println(u.toString());
      }
      file)
      
```
- GUI Windows:** Three windows titled 'Jack Swanson 69999' are shown, each representing a different state of the application:
 - Top Window:** Shows 'Available Funds: 5546.98' and 'Editable in USD: 100'. Buttons include 'Deposit', 'Withdraw', and 'Dismiss'.
 - Middle Window:** Shows 'Available Funds: 5103.22' and 'Editable in EURO: 0.00'. Buttons include 'Deposit', 'Withdraw', and 'Dismiss'.
 - Bottom Window:** Shows 'Available Funds: 34557.69' and 'Editable in YUAN: 0.00'. Buttons include 'Deposit', 'Withdraw', and 'Dismiss'.
- Java Beans:** A panel at the bottom left shows 'Used with the Visual Editor for Java'.



2. Withdraw

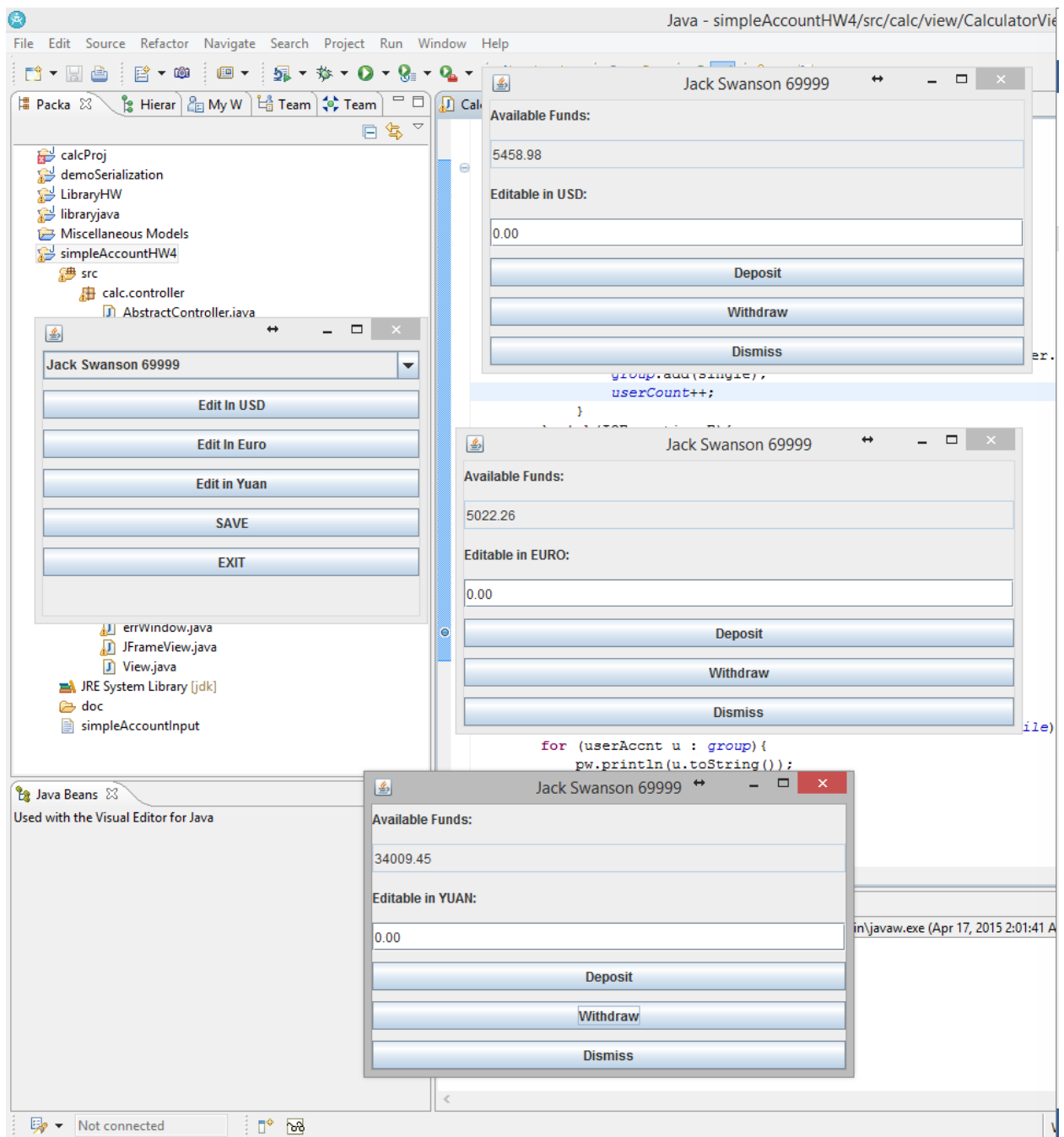
The screenshot displays an IDE environment with three overlapping Java Swing windows titled "Jack Swanson 69999".

- Top Window (USD):** Shows "Available Funds: 5538.98" and "Editable in USD: 0.00". It contains buttons for "Deposit", "Withdraw", and "Dismiss".
- Middle Window (EURO):** Shows "Available Funds: 5095.86" and "Editable in EURO: 0.00". It contains buttons for "Deposit", "Withdraw", and "Dismiss".
- Bottom Window (YUAN):** Shows "Available Funds: 34507.85" and "Editable in YUAN: 500". It contains buttons for "Deposit", "Withdraw", and "Dismiss".

The IDE background shows a project structure on the left with folders like "calcProj", "demoSerialization", "LibraryHW", "libraryjava", "Miscellaneous Models", and "simpleAccountHW4". The main editor displays Java code for "AbstractController.java" and "CalculatorVi".

```
group.add(single),
userCount++;

for (userAcct u : group){
    pw.println(u.toString());
}
```



3. Error frame off trying to overdraft.

