

Assignment Name: LocalBank

My first change from the given task was modifying the base. I did not really want to go back and write the LocalBank program and then try to adapt it to GUI, so I wrote it from the ground up to work with GUI. I abandoned one of the classes which I found redundant and moved some stuff around to a layout that made more sense to me.

I then double-checked the textbook and realized it instructed the reader to modify the original class to contain an address. I then added support for the address and PIN at the same time over the next day, which went surprisingly well.

`//Account data variables` I edited the classes in order of where it was needed, modifying `Account.java` before `Bank.java` and finally `LocalBank.java`. I also moved some other variables around to make the code

In hindsight I would have streamlined some of the code and tried to condense some of the larger functions, but I am overall happy with how it turned out. I realistically think Bank.java could be collapsed into LocalBank, as I don't think it would bloat the class much. As-is, it just makes it harder to track the data in my opinion.

I could turn the button triggered code into methods and move a lot of the data to Bank.java to make LocalBank handle exclusively the GUI, but it feels like an unnecessary complication that would make it much harder to read and understand the code. Most of the code in the buttons is error handling and GUI in any case.

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Overall I enjoyed writing this program and I am fairly happy with the result.