Credit Name: Computer Science 3													
Assignment Name: LocalBank													
How has your program changed from planning to coding to now? Please explain?													
My first change from the given task was modifyin	g the base. I did not really want to go	back and write the LocalBank proj	gram 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 a	nd moved some st	tuff around to a la	yout that made m	ore sense to me	
After a couple days I brought the program to a finished state. I felt it would be cool to add a PIN or some other layer of security, as it was very easy to find existing IDs and open the accounts, but I felt it would be redundant and didn't bother													
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 public String id;	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 more logical to me and easier to follow												
	I added the functions checkPin() changePin() getAddress() and changeAddress() to Account.java in addition to the variables to allow me to use them.												
	Bank java was quite easy to modify, as I just had to change the taken parameters and Account creation given parameters												
private String fName; private String lName;	LocalBank, java was the hardest to modify but still went quite well. I started by fixing the new errors caused by modifying the last two classes, caused by changing parameters of methods. It went very quickly, and then I went about adding the GUI elements												
	I started by changing all the GridLayouts to undefined rows with 1 column instead of fixed rows, as it was unnecessary and just made adding more stuff a headache.												
//Address	I then added the new data to inputPanel and processed the new data on account creation, placing the new info into the account but not yet using it.												
private String Secret;	After this I added output for the address on the account window, which was quite easy, as well as updating the update() method.												
private String permines;	The last things to do were adding the buttons to change address and PIN and adding support where necessary, as well as implementing the PIN on account loading and deletion to give it a purpose.												
	After this I did some final testing	and then added comments to all of	the classes.										
public double balance;													
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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.													
LocalBank is a massive class, but it is what I expect from GUI. There may be a better way to code it and condense the size of the class, but I do not know how.													
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.													
Overall I enjoyed writing this program and I am fairly happy with the result.													