Credit Name:computer science 3

Assignment Name: break a plate

1. **private JFrame frame;**
   Purpose: This is the main window of the application, which contains all the user interface components.

2. **private JTextField txtFirstName, txtLastName, txtAmount, txtBalance, txtAccountNumber;**
   Purpose: These text fields allow users to input their first name, last name, account number, amount to deposit or withdraw, and current balance.

3. **private JComboBox<String> actionComboBox;**
   Purpose: This combo box lets users select the type of action they want to perform (Deposit or Withdraw).

4. **private JLabel lblBalance;**
   Purpose: This label displays the current balance of the account, updating dynamically based on user transactions.

5. **private double balance = 0.0;**
   Purpose: This variable stores the account balance, initialized to zero.

6. **public static void main(String[] args);**
   Purpose: This is the entry point of the application. It sets up the event dispatch thread and creates an instance of the `LocalBank` class to display the GUI.

7. **public LocalBank() {**
   Purpose: This constructor initializes the application by calling the `initialize` method to set up the GUI components.

8. **private void initialize() {**
   Purpose: This method sets up the main frame, adds labels, text fields, and a combo box, and configures the layout for the application.

9. **btnProcessTransaction.addActionListener(new ActionListener() { ... });**
   Purpose: This adds an action listener to the button, allowing it to respond to clicks by calling the `processTransaction` method.

10. **private void processTransaction() {**
    Purpose: This method processes the user's transaction (either deposit or withdrawal) based on the selected action and updates the balance accordingly.
    Key Details: It checks for empty fields and insufficient funds, displaying error messages as needed.