

Bank Teller Transaction Collection

Using the *Bank Teller* application presented in the past exercise, build a list of transactions that you can display in a separate window. You should create a Transaction object and add it to a List or ArrayList inside the startup form class for the times when a user initiates a deposit or withdrawal. Add a button to the startup form that displays the transactions in a separate window called the *Transaction Log* form.

Create a Transaction class that holds information about a single transaction. It should contain the following properties: Account Number (String), TransactionDateTime, Amount (Decimal), and Balance (Decimal). The Balance property holds the account balance after the transaction was processed. A positive transaction amount indicates that a deposit was made. A negative amount indicates a withdrawal. The Transaction class should contain a constructor that initializes all properties, and a ToString method.

TIP: Pass the transaction list to the Transaction Log form before calling the Form.ShowDialog method.

