This program imitates the New York MetroCard machines. Our original design consisted of two modules with a total of four separate classes. Over the course of the assignment, we found that it would more efficient to instead use three modules each with one class. The Communicator class contains the GUI and handles interactions with the user. The second module holds the card class which defines the various instances of MetroCard objects. The last module, named Bank, contains the Money class and is responsible for giving and receiving cash. When the program starts up for the first time, it will ask the user to create a folder named ‘pocket’ in a specified directory. Afterwards, the program consists of a fairly straight forward series of buttons that will result in a Card object being saved to a pickle file in the pocket folder.