- 20161031 added clear screen function with PPD to determine OS. Alphabetized functions. Added temp user menu.

created waitForInput() function for debug. Removed debug statements for menus. -DHO

- 20161110 added display atm status menu, moved class to separate cpp file and #include, placed all data files in a separate folder called "data" and created relative path strings to each. see global constants.

Updated the getValidXXXX functions to include a more robust ignore. Added template welcome screen. -DHO

- 20161105 - added the atm class, overhauled the way that the atm data is stored and accessed. added object

reference to atm, changed show atm status.

Added show user balances section.

added the deposit and withdraw functions both handled by the "processTransaction()" function,

added validation to all account balance changing functions to ensure funds availability.

added logging function for transactions, transactions are being

logged to a file named "[0-9].log"(based on the users account number).

removed some extraneous functions that were no longer applicable.

renamed "validateMenuChoice()" function to "getValidMenuChoice()" to better reflect its functionality"

updated documentation for functions and segmentation of code for clarity

successful compile in unix

-20161108 - completed withdraw and deposit transfer functions, included code to deduct withdrawals from atm total and add deposits to running total.

created function in atm class to replenish ATM supplies, defined max cash and max stamps on hand. Error checking for file writing and account reversion for fail processing of transactions.

-20161108 - completed fast cash function updated complex variables with new naming convention (E.g. example\_variable),to alleviate confusion with function names (eg. functionNames)

-2016112 rename all functions that just print menus to the same naming convention. (E.g. printSomeMenu();)

changed folder structure for data storage, moved user information and logs to separate folders. updated paths in global constant area.

Created Embezzle function to steal a pennies from rand account

Created getUserList function to avoid multiple calls

Created resetUserAccounts function. used to reset all user balances to defaults defined in user\_class

-20161113 completed the embezzle-o-matic function. working prototype of the catch embezzeler function.

-20161114 completed catch embezzler function. created stringify double function.

added language function placeholders.

TODO: complete translations, replace all non-maint cout statements with corresponding calls, include lang function prototypes and global language const.

- created changelog.docx

-20161120

Complete overhaul of class files, all class files are divided into header/cpp pairs. Included files in main

Moved Log class to its own file in the includes directory

Created Localization Header and CPP files, for ease of implementation.

Created Main.H file and moved Prototypes and Preprocessor driectives to it.

-20161203

Compiles in Linux g++ with makefile, and Windows codeblocks.