**ResourceBank Class**

+ResourceBank() //constructor

+ArrayList<AResource> //creates an ArrayList with AResource Objects

+bankDrawResource(String resourceName, int amount) void

/\*Method requires a correct string variable: "SOY", "HEMP", "PLASTIC", "GLASS", or "STEEL" and an int variable to control how many of said resource\*/

+bankReturnResource(String resourceName, int amount) void

//Same String requirement as above

+ printResourceList() void

**AResource Class**

+AResource() //constructor

+drawResource(int amount) void

+returnResource(int amount) void

+ getResource() int