/\*\*

\* A Goal is something a user can set up

\*/

public class Goal {

/\*\*

\* goalName is assumed to be unique.

\* goalName is assumed to be any string sequences.

\*/

private String goalName;

private boolean isGoalGood;

/\*\*

\* goalNumber is assumed to be a positive number.

\*/

private int goalNumber;

/\*\*

\* setGoal assumes there goalName, isGoalGood and goalNumber exists

\* @pre goalName exists

\* @pre isGoalGood exists

\* @pre goalNumber exists

\* @post setGoal is implemented into account

\*/

public void setGoal(String name, boolean b, int number) {...}

/\*\*

\* removeGoal assumes that there is/are already a goal on the account.

\* @pre setGoal is already implemented into an account

\* @post setGoal is removed

\*/

public void removeGoal(Goal g) {...}

/\*\*

\* changeGoalAmount assumes that there is/are already a goal on the account

\* @pre setGoal is already implemented into an account

\* @gost setGoal.goalNumber = changeGoalAmount.amount

\*/

public void changeGoalAmount(int amount) {...}

}