Reflection log

```
package Mastery;
import java.util.Scanner;
SuppressWarnings("unused")
public class piggybank {
   private int pen;
   private int nic;
   private int dime;
   private int quart;
```

This portion of the code defines the structure of a class named piggybank in the package Mastery. It includes private integer variables pen, nic, dime, and quart, likely representing different denominations of coins (pennies, nickels, dimes, and quarters). By making these variables private, the class ensures encapsulation, restricting direct access from outside and preserving the integrity of the data.

```
public piggybank() {
          pen = 0;
nic = 0;
          quart= 0;
16
      public void penny (int num) {
18
      public void nickel (int num) {
      nic += num;
}
25⊖ public void dime (int num) {
     dime += num;
}
26
28
29⊝
    public void quarter (int num) {
     quart += num;
}
30
32
public double bankTotal () {
     return (pen * 0.01) + (nic * 0.05) + (dime * 0.1) + (quart * 0.25);
}
34
35
    public void takeOut( ) {
38
         dime = 0:
41
         quart= 0;
```

This code defines the behavior of the piggybank class. The constructor initializes the coin variables (pen, nic, dime, quart) to zero, representing an empty piggy bank. Methods like penny, nickel, dime, and quarter allow adding respective coin counts, while the bankTotal method calculates the total monetary value in the piggy bank. Finally, the takeOut method resets all coin counts to zero, effectively emptying the piggy bank.

```
public String toString() {
    String total = ("Penny: " + pen + "Nickel: " + nic + "Dime:" + dime + "Quarters: " + quart);
    return total;
}
```

This method overrides the toString() function to provide a readable summary of the piggybank object. It constructs a string displaying the current counts of pennies, nickels,

dimes, and quarters. By returning this string, it allows the object to be easily represente as text when printed.