# PiggyBank Problem with Inheritance and ArrayList

Create a *MySavings2* application that displays a menu of choices for entering pennies, nickels, dimes, and quarters into a piggy bank and then prompts the user to make a selection. The *MySavings2* application should include a *PiggyBank2* object that can add coins to the piggy bank, remove coins, and return the total amount in the bank. Application should look similar to:

1. **Show total in bank**
2. **Add a penny.**
3. **Add a nickel.**
4. **Add a dime.**
5. **Add a quarter.**
6. **Take money out of the bank.**

**Enter 0 to quit.**

**Enter your choice: 5**

**Things to Include:**

1. Create an abstract *Coin*class that has a getValue() accessor method. (5A)
2. Subtype the *Coin* class to create a *Penny*, *Dime*, *Nickel*, and *Quarter* class. (10A)







1. *PiggyBank2* should now contain an array list of *Coin*’s, to represent what is actually stored in the piggy bank. Be sure to consider polymorphism in your implementation. (10T)
2. Update the *PiggyBank2* so that it functions the same as before – except it will use the new array list of *Coin*s.(10T)