

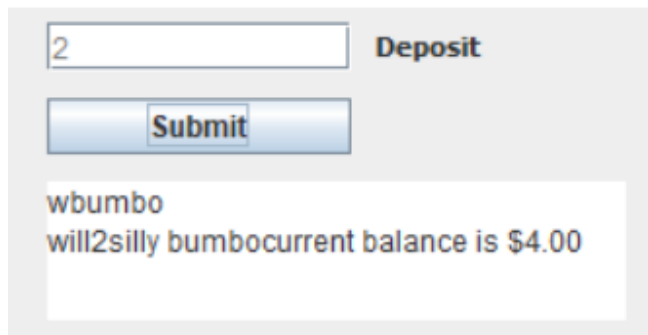
Credit Name: CSE3010 - Computer Science 3

Assignment Name: LocalBankGUI

How has your program changed from planning to coding to now? Please explain.

In short the GUI was easy to make but the OOP was hard. Even though the code to the Customer, Account, and bank class were all given, I must've transcribed wrong as there were some mistakes in my code. My most notable challenge was with the withdrawal and transaction, specifically the withdrawal, methods. Numbers would double so I'd halve those amounts, leading to other issues like deciding to use the original amounts when there shouldn't have been a withdrawal at all.

### Error



- Starting balance was 0 in this pic.

Solution - amt/2, originally had just been amt

```
if (transCode == 1) {  
    acc.deposit(amt/2);  
    accs.set(accIndex, acc);  
    return("Deposit of $" + amt + ". Current balance is $" +  
    else if (transCode == 2) {  
        acc.withdrawal(amt/2);  
        accs.set(accIndex, acc);  
        return("Withdrawal of $" + amt + ". Current balance is $"  
    }  
}
```

This led to a bunch of errors surrounding doubling and halving of the withdrawal if it was in what seemed like a certain range of the account balance. This was eventually resolved when I added the code to the withdrawal method to compare the withdrawal value doubled to the balance, and the above code of amt/2 remained.

```
public void withdrawal(double with)
{

    if (with*2 <= balance) {
        balance -= with;
    } else {
        return;
    }

}
```

...  
This was my most unexpected error and I wasn't planning on changing the Classes at all and just to focus on the GUI. It seems that in calculation the numbers for deposit and withdrawal need to be halved but in comparison they need to remain the same/original.

Another thing I wasn't planning on using was a combobox with one submit button. Originally I had thought to use a bunch of text fields and a couple submit buttons. In retrospect this would've been inefficient and more work.