Summarize the project and what problem it was solving

This project was a banking app which allowed the user to enter information such as percentage of interest, starting balance and monthly deposit. The app allowed the user to see how much money they would have over a certain amount of time such as number of years. A option also was available to view a comparison of them giving a monthly deposit versus not giving one.

* What did you do particularly well?

I feel like I did a good job creating the structure of the different objects and functions which allowed me to put very little code in the actual main file.

* Where could you enhance your code? How would these improvements make your code more efficient, secure, and so on?

I feel like my code could be further streamlined, although I feel like I did a good job with the structure, it usually takes a few rewrites of the code in order to get a program with much less lines of code.

* Did you find writing any piece of this code challenging, and how did you overcome this? What tools and/or resources are you adding to your support network?

Programming this project was pretty straight forward, the only thing I really needed help with was using Vector objects and object initialization. I used YouTube for these resources in understanding how to use and initialize these objects.

* What skills from this project will be particularly transferable to other projects and/or course work?

Creating objects and using these objects in a list is very important in programming. The heart of a program is taking in information and input and doing something with that information to create an output. Lists or Vectors are good at organizing the data to be viewed or called upon at any time, to me this is at the core of what programs are and need to do and can be used in any programming project.

* How did you make this program maintainable, readable, and adaptable?

I used notes throughout my code in order to explain where I was going with a particular method or piece of code. This can be helpful to someone learning how a program works or can be used to modify the code by another programmer which happens a lot in professional environments.