

Assignment 2 UML Peer Review

Clarification: Depositing interest into an account can never incur a fee.

For UMLet, make sure you select UML Class as the diagram type in the top right corner of the window!

Questions to help you review other student's design documents. You don't need to answer all of the questions for each design and you may ask questions of your own.

- Does your design fit the current goals?
 - Can you represent many accounts of different types?
 - Whose responsibility is it to read the accounts from the file?
 - Whose responsibility is it to add interest?
 - Whose responsibility is it to search for an Account to apply a deposit?
 - Whose responsibility is it to determine if a Monthly Fee should be charged?
 - Whose responsibility is it to output a Savings Account to the screen?
 - How many spots in your code need to worry about truncating to an int for money calculations?

NOTE: For the following goals, the questions are asking: "How easy would it be to alter your current design to include these features?" I am **not** asking you to add these features at this time or how challenging it is to write GUI or database code, for example.

You should be thinking about:

How many different classes would need to be changed?

How many different methods would need to be changed?

- How easy would it be to add a new account type such as a Loan (with a monthly payment, monthly interest, and late fees) or a CD (with monthly interest, a duration, and early withdraw penalty)?
- How easy would it be to generate year-end tax documents (total interest earned per account)?
- Could your driver easily support two Banks?
- How easy would it be for your design to read in two or more text files full of Accounts?
- How easy would it be to generate a transaction history on monthly statement?
- How easy would it be to have a database contain the initial account data?
- How easy would it be to have GUI generate events?
- How easy would it be to add a Transfer command that transferred money from one account to another?