

Practical 8: Write a Java Program which implements interface

```
package Utkarsha;
interface Bank {
    void deposit(double amount);
    void withdraw(double amount);
    void checkBalance();
}

class SBI implements Bank {
    private double balance = 0;

    @Override
    public void deposit(double amount) {
        balance += amount;
        System.out.println("Deposited: " + amount + " | Balance: " +
balance);
    }

    @Override
    public void withdraw(double amount) {
        if (amount <= balance) {
            balance -= amount;
            System.out.println("Withdrawn: " + amount + " | Balance: " +
balance);
        } else {
            System.out.println("Insufficient Balance!");
        }
    }

    @Override
    public void checkBalance() {
        System.out.println("Current Balance: " + balance);
    }
}

public class InterfaceDemo {
    public static void main(String[] args) {
        Bank myAccount = new SBI();

        myAccount.deposit(5000);
        myAccount.withdraw(2000);
        myAccount.checkBalance();
    }
}
```

Output:

```
Deposited: 5000.0 | Balance: 5000.0
Withdrawn: 2000.0 | Balance: 3000.0
Current Balance: 3000.0
```

UML Diagram: