

Programming Assignment

What you need to do:

For Phase I, you will need to create package called `employeeinfo` and place your `Account`, `AccountType` and `Employee` class in this package, but `Main` lies outside of this package. Do not modify this structural arrangement.

Account class:

```
//updates the balance field
public void makeDeposit(double val);

//updates the balance field and returns true, unless
//withdrawal amount is too large; in that case,
//it does not modify the balance field, and returns false
public boolean makeWithdrawal(double amount)
```

Note: your `Account` class already has an implementation of `toString()`; you may need to modify the implementation of this method in order to obtain the desired output format.

Employee class:

- implement each of the `createNewXXX` methods by creating a new instance of `Account` with the appropriate data, and storing the new instance in the appropriate instance variable in `Employee`
- implement the `deposit()` method by calling the `makeDeposit()` method on the appropriate `Account` instance.
- implement the `withdraw()` method as follows: Call the appropriate `makeWithdrawal` method on the appropriate `Account` instance and then use the return value as the new return value for `withdraw()`.
- implement the `getFormattedAccountInfo()` by calling the `toString()` method on each `Account` instance to provide its own formatted representation of its own account type and balance.

Main class:

- a. It creates a new Employee object employee (you can invent your own name, hiredate, salary, etc., to be used in the constructor)
- b. Then it creates a checking account, savings account and retirement account for employee, each with a starting balance of \$300.
- c. Then it prints to the console the account data for each of these accounts.

Here is the expected output of your program:

ACCOUNT INFO FOR Jack:

Account type: SAVING
Current bal: 300.0
Account type: CHECKING
Current bal: 300.0
Account type: RETIREMENT
Current bal: 300.0