

Object Oriented Programming

Lab Task 04

- Write a class name Account, having the data members name, and balance (declared as private). The class should contains methods depositAmount() and withdrawAmount(). They both will take the amount as an argument and peforms the transactions by updating the balance. While withdrawing the amount check if the amount is less than or equal to balance or not, and do accordingly. The class should contain the getter and setter methods for both the data members. Outside the class you must create a function named createAccount(), that creates an object of a class initialize the values(using setter methods of the class). And returns the object back to main. After that you should perform the rest of the transactions. Your program should be menu driven in a loop. Where the choices must be:
 1. Display Balance
 2. Deposit Amount
 3. Withdraw Amount
 4. Exit
- Write a class named Dice that contains a data member “value”. In the default constructor initialize the value with 0. The class should contain a method named roll(). This method generates a random no between 1 and 6 (for the dice), updates the value of dice and displays it. If the value generated is equal to 6 then a message “Chakkaaaa” should display. Also implement the getter and setter method for dice.

Sample Output:

Do you want to roll the dice? Y/N

Y

Side: 3 (better luck next time)

Do you want to roll the dice? Y/N

Y

Side 6 (Chakkaaaaa)

Do you want to roll the dice? Y/N

N

(Program exists)