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| **Skill 18.1 Exercise 1** |
| The SavingsAccount class below keeps track of a users name and balance. A name and a balance of at least $100 is required to open an account. |
| (a) Write the SavingsAccount class below. |
| (b) The SavingsAccountDriver class below, must validate whether or not the account being creating has sufficient funds, and if so will create a savings account for the user. Complete the SavingsAccountDriver class  public class SavingsAccountDriver{  public static void main(String args[]){  Scanner s = new Scanner(System.in);  System.out.println(“What is your name?”);  String name = s.next();  System.out.println(“What is your initial deposit?”);  double deposit = s.nextDouble();  } |
| (c) The user deposits $50.00. Write code that will update the users balance. The user then withdraws $20.00. Write code that will update the users balance. The user wants to check their balance. Write code that will print the users balance to the console. |

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| **Skill 18.2 Exercise 1** |
| The Element class below describes elements on the periodic table. Write the method numNeutrons which calculates the number of neutrons for an element, then prints the result. |
| public class Element{  String symbol;  int atomicNumber;  double mass;  public Element(String s, int an, double m){  symbol = s;  atomicNumber = an;  mass = m;  } |
| The ElementMaker class creates elements by instantiating the Element class above. Write code that could be used to create the element Nitrogen, then print the number of neutrons. |
| Public class ElementMaker{  public static void main(String args[]){  }  } |

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| **Skill 17.3 Exercise 1** |
| The ElementMaker class creates elements by instantiating the Elements class above. Write code that could be used to create the elements Nitrogen and Oxygen. |
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| **Skill 17.4 Exercise 2** |
| Modify the Element class above to accept parameters and assign the instance variables defined above to the their values. |
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| **Skill 17.4 Exercise 2** |
| A student executes the following command. Write code that could be used to create Element objects for the arguments helium and neon.  java ElementMaker helium neon |
| public class ElementMaker{  public static void main(String args[]){  }  } |

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| **Skill 17.4 Exercise 3** | |
| What is printed? | |
| public class StudentMaker{  public static void main(String args[]){  Student student3 = new Student(“Marvin”, 12);  }  } | public class Student{  public String name;  public int gradeLevel;  public Student(String n, int gl){  System.out.println(“My name is “ + n + “I am in “ + gl + “th grade”);  } |
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