**Assignment -3**

**Java Programing language (OOP Lab)**

1. Design a class to represent a bank account. Include the following members-

Data Members –

Name of the depositor

Account number

Type of account

Balance amount in the account

Methods –

To assign initial values

To deposit an amount

To withdraw an amount after checking balance

To display the name and balance

Note: Use constructor to provide the initial values to the data members. And instantiate the class in a driver class (having main) and show the usage of its methods.

1. Write a program to show the usage of **StringBuffer** class and its methods.
2. Write programs to show the usage of wrapper classes – Integer, Double, Float, Boolean.
3. Write a program to show **autoboxing** and **unboxing** feature in Java language.
4. Write a program that accepts a shopping list of five items from the command line and stores them in a Vector object. Then do the following operation –

* To delete an item from the list
* To add an item at a specified location in the list
* To add an item at the end of the list
* To print the contents of the vector

\*\*\*