Close Lab 2: Create and use a class

Problem Description:

(The <u>Account</u> class) Design a class named <u>Account</u> that contains:

- A private \underline{int} data field named \underline{id} for the account (default 0).
- A private <u>double</u> data field named <u>balance</u> for the account (default 0).
- A private <u>double</u> data field named <u>annualInterestRate</u> that stores the current interest rate (default $\underline{0}$). Assume all accounts have the same interest rate.
- A private <u>Date</u> data field named <u>dateCreated</u> that stores the date when the account was created.
- A no-arg constructor that creates a default account.
- A constructor that creates an account with the specified id and initial balance.
- The accessor and mutator methods for \underline{id} , $\underline{balance}$, and annualInterestRate.
- The accessor method for dateCreated.
- A method named getMonthlyInterestRate() that returns the monthly interest rate.
- A method named <u>withdraw</u> that withdraws a specified amount from the account.
- A method named <u>deposit</u> that deposits a specified amount to the account.

Draw the UML diagram for the class. Implement the class. Write a test program that creates an <u>Account</u> object with an account ID of 1122, a balance of \$20,000, and an annual interest rate of 4.5%. Use the <u>withdraw</u> method to withdraw \$2,500, use the <u>deposit</u> method to deposit \$3,000, and print the balance, the monthly interest, and the date when this account was created.

Analysis

(Describe the problem including input and output in your own words.)

Design:

(Draw an UML class diagram for the Account class.)

Coding: (main testing part provided)

```
public class Test {
public static void main (String[] args) {
  Account account = new Account(1122, 20000);
  Account.setAnnualInterestRate(4.5);
```

Testing: (Describe how you test this program)

Submission:

Follow our class coding standard to complete this lab, check out for credit.