

Class SavingsAccount

```
java.lang.Object
|
+-- SavingsAccount
```

```
public class SavingsAccount
extends java.lang.Object
```

This class provides some simple services able to be accessed by other classes

Constructor Summary

[SavingsAccount\(\)](#)

Constructor which sets initial balance to zero.

[SavingsAccount\(int initialBalance\)](#)

Constructor allowing an initial value to be specified.

Method Summary

| | |
|------|--|
| void | <u>deposit</u> (int howMuch) Deposit an amount. |
|------|--|

| | |
|------|---|
| void | <u>greet</u> () Provide a simple text greeting |
|------|---|

| | |
|------|---------------------------------------|
| void | <u>showBalance</u> () |
|------|---------------------------------------|

| | |
|------|--|
| void | <u>withdraw</u> (int howMuch) Withdraw an amount. |
|------|--|

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

SavingsAccount

```
public SavingsAccount()
```

Constructor which sets initial balance to zero.

Recall that no-argument onstructor is automatically supplied only if no other constructors are supplied.

SavingsAccount

```
public SavingsAccount(int initialBalance)
```

Constructor allowing an initial value to be specified.

Recall that no-argument onstructor is automatically supplied only if no other constructors are supplied.

Parameters:

`initialBalance` - amount in cents for initial account balance

Method Detail

greet

```
public void greet()
```

Provide a simple text greeting

deposit

```
public void deposit(int howMuch)
```

Deposit an amount. May be negative---how can we check for this?

Parameters:

howMuch - the amount in cents

withdraw

```
public void withdraw(int howMuch)
```

Withdraw an amount. May be negative---how can we check for this?

Parameters:

howMuch - the amount in cents

showBalance

```
public void showBalance()
```
