CLASS WORK 31.7.24

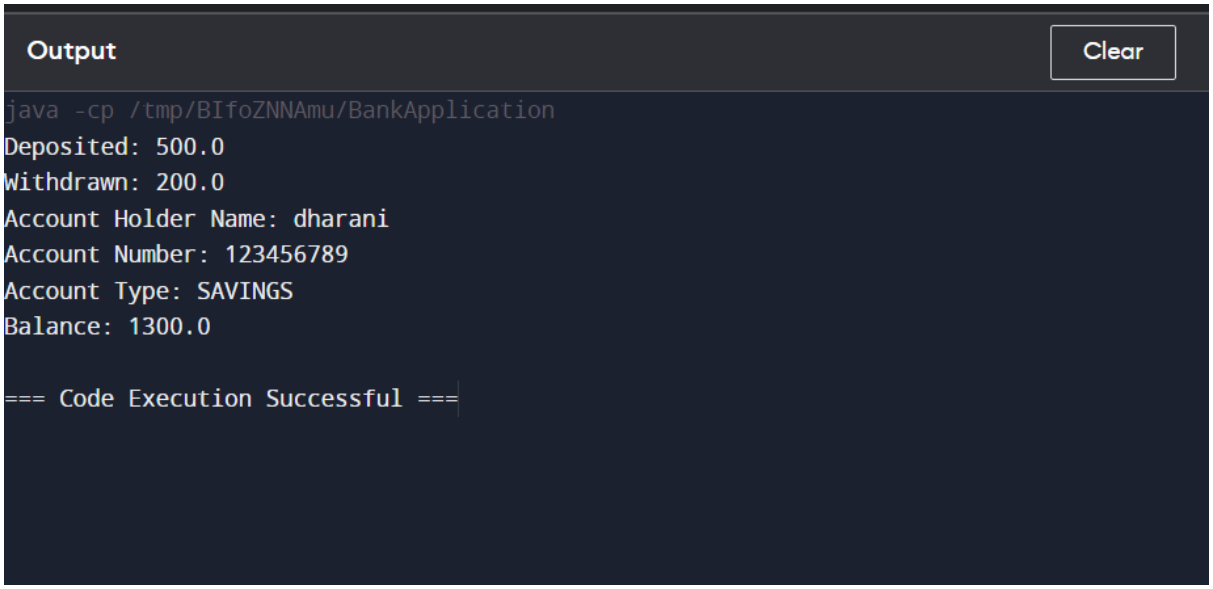
1. Bank application using enum keyword

CODE:

```
enum AccountType {
   SAVINGS,
   CURRENT,
   FIXED_DEPOSIT
}


class BankAccount {
   private String accountNumber;
   private double balance;
   private AccountType accountType;
   private String accountHolderName;


   public BankAccount(String accountHolderName, String accountNumber, double balance,
AccountType accountType) {
      this.accountHolderName = accountHolderName;
      this.accountNumber = accountNumber;
      this.balance = balance;
      this.accountType = accountType;
   }


   public void deposit(double amount) {
      balance += amount;
      System.out.println("Deposited: " + amount);
   }


   public void withdraw(double amount) {
      if (balance >= amount) {
         balance -= amount;
```

```
            System.out.println("Withdrawn: " + amount);
        } else {
            System.out.println("Insufficient balance");
        }
    }

    public void displayDetails() {
        System.out.println("Account Holder Name: " + accountHolderName);
        System.out.println("Account Number: " + accountNumber);
        System.out.println("Account Type: " + accountType);
        System.out.println("Balance: " + balance);
    }
}

public class BankApplication {
    public static void main(String[] args) {
        BankAccount account = new BankAccount("dharani", "123456789", 1000.0,
AccountType.SAVINGS);
        account.deposit(500.0);
        account.withdraw(200.0);
        account.displayDetails();
    }
}
```

Output:


Output
Clear
java -cp /tmp/BIfoZNNAmu/BankApplication
Deposited: 500.0
Withdrawn: 200.0
Account Holder Name: dharani
Account Number: 123456789
Account Type: SAVINGS
Balance: 1300.0
=== Code Execution Successful ===