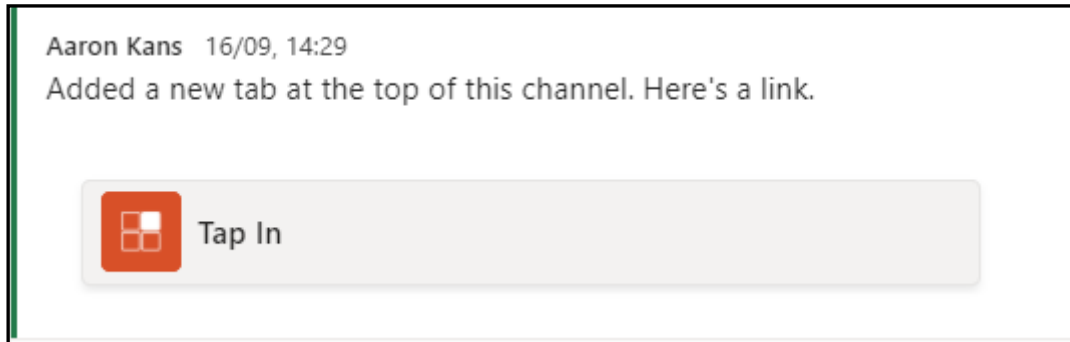


Before your lab session, make sure you have:

- **watched** the WEEK 8 lecture videos on the **CD/CN4001 Moodle Site** by clicking [here](#)
- **logged on** to the live lecture Q&A on **Monday 10-11am** via the **CD4001/CN4001 Teams** site by clicking [here](#).
- When joining the Q&A on Teams, please make sure you click the **Tap-In** button at the top of the **General channel** at 10am (link [here](#)):



Then check your timetable to find out the day/time/location of your lab session.

If you have permission from your course leader to study remotely, follow these instructions to access your remote lab (Tuesday 4-6pm):

1. Go to the ON-LINE LAB (Tue 4-6) channel on your **CN4001/CD4001 Software Development Microsoft Teams** site by clicking [here](#).
2. Wait for your tutor to start the lab session. To join the session, click on the “**Join**” button that will appear when your tutor starts the session.

To open the web-based Java IDE called **JDoodle** click [here](#).

Go to the Moodle or Teams sites; download and save the **BankAccount.java** file onto your desktop (do not modify this class) then

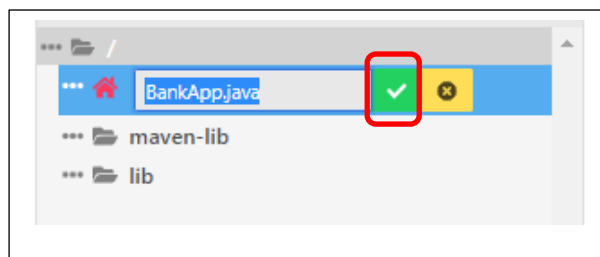
- a) Select the **Advanced Java IDE** interface:



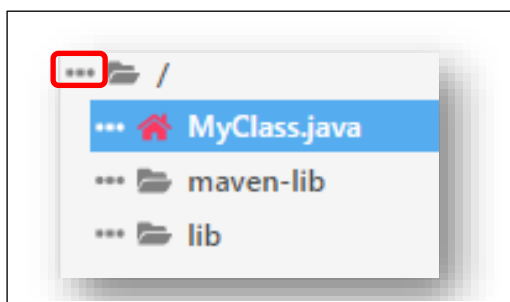
- b) In the default **MyClass** program provided, delete the default code in the **main** method and rename the class name to **BankApp**
- c) Ensure the name of the file in the project folder matches this new name by selecting the **3 dots** against the **MyClass.java** file and select the **Rename** option



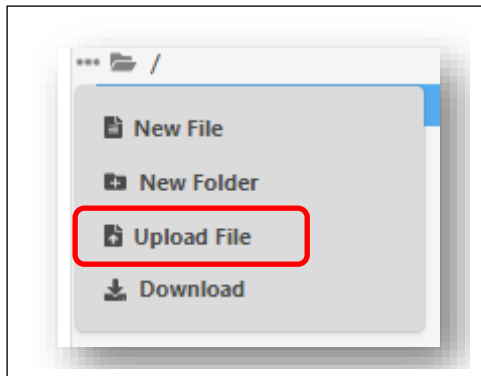
- d) Change the name to **BankApp** and click the tick:



- e) You will write today's code in this **BankApp** file, but it needs access to the **BankAccount** file that you have downloaded. So, upload the **BankAccount** file to the same project folder by selecting the **3 dots** by the Main Folder icon



- f) Select **Upload File** and upload the **BankAccount.java** file:



To allow for user input also slide the **Interactive** slider to the **on** position.



ASSESSED TASK: 4 marks

For this task we will make use of the **BankAccount** class discussed in the lecture.

- a) In the **main** method of the **BankApp**, create 2 **BankAccount** objects, **acc1** and **acc2**, with the following account numbers and names:

acc1:	number: "111"	name: "Batman"
acc2:	number: "222"	name: "Robin"

- b) In the **BankApp** program, write a method, **displayAccount**, that accepts a **BankAccount** object and displays the account's number, name and balance.
- c) Modify the **main** method so that it calls the **displayAccount** method twice, once with **acc1** and once with **acc2**.
- d) Write instructions in the **main** method to deposit 100 pounds into **acc1** and 50 pounds into **acc2** and then use the **displayAccount** method to display these 2 accounts again.
- e) Write instructions in the **main** method to withdraw 75 pounds from **acc1** and also 75 pounds from **acc2** and then use the **displayAccount** method to display these 2 accounts again.
- f) Add some Javadoc comments into this program
- g) Download the **BankApp.java** file only from JDoodle and then upload this file only to **Moodle** via the **submission link**.