

# BANK ACCOUNT

```
class BankAccount {

    private static final double HIGHER_INTEREST_PERCENT = 0.05;
    private static final double SERVICE_CHARGE = 10.00;
    private static final double LOWER_THRESHOLD = 1000.00;
    private static final double HIGHER_THRESHOLD = 10000.00;
    private static final double LOWER_INTEREST_PERCENT = 0.04;

    double accountBalance = 0.00;

    public BankAccount (double accountBalance) {
        this.accountBalance = accountBalance;
    }

    public boolean incursServiceCharge() {
        boolean balanceUnderOneThousand = (this.accountBalance <
LOWER_THRESHOLD);
        return balanceUnderOneThousand;
    }

    public double serviceChargeAmt() {
        if (incursServiceCharge()) {
            return SERVICE_CHARGE;
        } else {
            return 0d;
        }
    }

    public double interestEarned() {
        if ((this.accountBalance >= LOWER_THRESHOLD) && (this.accountBalance <
HIGHER_THRESHOLD)) {
            return interestOneThousandTenThousand();
        } else if (this.accountBalance >= HIGHER_THRESHOLD) {
            return interestOverTenThousand();
        } else if (this.accountBalance < LOWER_THRESHOLD) {
            return 0d;
        }
        return 0d;
    }

    private boolean isInterestOverTenThousand() {
        boolean isLoaded = (this.accountBalance > HIGHER_THRESHOLD);
        return isLoaded;
    }

    private double interestOneThousandTenThousand() {
        double interestAccruedBtwOnekTenk = this.accountBalance *
LOWER_INTEREST_PERCENT;
        if (isInterestOverTenThousand()) {
            return HIGHER_THRESHOLD * LOWER_INTEREST_PERCENT;
        } else {
            return interestAccruedBtwOnekTenk;
        }
    }

    private double interestOverTenThousand() {
        double balanceAfterFirstTenk = (this.accountBalance - HIGHER_THRESHOLD);
        double interestAccruedOverTenk = (balanceAfterFirstTenk *
HIGHER_INTEREST_PERCENT);
        double balanceOverTenk = (interestOneThousandTenThousand() +
interestAccruedOverTenk);
        return balanceOverTenk;
    }
}
```

Give 2 suggestions that would make this code more expressive.

# COFFEE DRINKER

```
class FancyCoffeeCup {

    int cupCapacity;
    int currCoffee;

    public FancyCoffeeCup(int cupCapacity) {
        this.cupCapacity = cupCapacity;
        currCoffee = cupCapacity;
    }

    public int sip(int slurp) {
        if (slurp > currCoffee) {
            slurp = currCoffee % slurp;
            currCoffee = Math.max(currCoffee - slurp, 0);
            return slurp;
        } else {
            currCoffee -= slurp;
            return slurp;
        }

    }

    public String toString(){
        return "" + currCoffee + "!";
    }
}

class Person {
    String name;
    int defaultSipAmt;
    int mlsInBelly = 0;
    private FancyCoffeeCup fancyCoffeeCup;

    public Person(String name, int defaultSipAmt) {
        this.name = name;
        this.defaultSipAmt = defaultSipAmt;
    }

    public void sip(FancyCoffeeCup fancyCoffeeCup) {
        this.fancyCoffeeCup = fancyCoffeeCup;
        mlsInBelly += fancyCoffeeCup.sip(defaultSipAmt);
    }
    public void gulp(FancyCoffeeCup fancyCoffeeCup) {
        this.fancyCoffeeCup = fancyCoffeeCup;
        mlsInBelly += fancyCoffeeCup.sip((defaultSipAmt * 2));
    }

    public int amountCoffeeDrunk() {
        return mlsInBelly;
    }
}
```

Give 2 suggestions that would make this code more expressive.

# PASSWORD VALIDATOR 1

```
class PasswordValidator {

    private int minPasswordLen;
    private int numSpecialChars;
    private int numDigits;
    private int numUppercase;

    public PasswordValidator(int minPasswordLen, int numSpecialChars, int
numDigits, int numUppercase) {
        this.minPasswordLen = minPasswordLen;
        this.numSpecialChars = numSpecialChars;
        this.numDigits = numDigits;
        this.numUppercase = numUppercase;
    }

    public boolean validated(String passwordCandidate) {
        int passwordLength = passwordCandidate.length();

        if (passwordCandidate.contains(" ")) {
            return false;
        }

        if (passwordLength >= minPasswordLen &&
numSpecialChars(passwordCandidate) >= numSpecialChars &&
            numDigits(passwordCandidate) >= numDigits &&
numUppercase(passwordCandidate) >= numUppercase) {
            return true;
        } else {
            return false;
        }
    }
}
```

1. Give 2 suggestions that would make this code more expressive.
2. Do you find this version or version 2 easier to understand? Why?

# PASSWORD VALIDATOR 2

```
class PasswordValidator {

    // you'll need some instance variables....
    private int minNumChars ;
    private int minNumSpecialChars ;
    private int minNumDigits ;
    private int minNumUpperChars ;

    private boolean check;

    public PasswordValidator(int minPasswordLen, int numSpecialChars, int
numDigits, int numUppercase) {
        this.minNumChars = minPasswordLen ;
        this.minNumSpecialChars = numSpecialChars ;
        this.minNumDigits = numDigits ;
        this.minNumUpperChars = numUppercase ;

    }

    public boolean validated(String passwordCandidate) {
        if ( (numSpecialChars(passwordCandidate) >= minNumSpecialChars)
            && (numDigits(passwordCandidate) >= minNumDigits)
            && (numUppercase(passwordCandidate) >= minNumUpperChars)
            && (passLength(passwordCandidate) >= minNumChars)
            && (spaceChecker(passwordCandidate) == false) ){

            check = true ;

        } else {
            check = false ;
        }

        return check ;

    }

    // Returns the number of special (not letters of the alphabet or digits)
    // characters in a given string.
    //

    private boolean spaceChecker(String passwordCandidate){
        boolean spaceCheck = false ;
        if (passwordCandidate.contains(" ") ) {
            spaceCheck = true ;
        }
        return spaceCheck ;

    }

    private int passLength(String passwordCandidate){
        int charCount = passwordCandidate.length() ;

        return charCount ;
    }

}
```

1. Give 2 suggestions that would make this code more expressive.
2. Do you find this version or version 1 easier to understand? Why?