PIGGY BANK Assignment

'Classes' in Java

1. Create your own Piggy Bank class. This class will be used to create piggy bank objects; therefore, everyone can have their own piggy bank! When your personal bank is created (instantiated), it will be stuffed with a certain number of pennies, nickels, dimes, and quarters. You will be able to access the number of each type of coin deposited into the bank as well as the bank's total dollar value. To keep this class simple, there will be no additional deposits – although this would be a great extension for this class!

   Specifically, your class should have the following capabilities:

   - It should have an instance variable for each of the following coins: pennies, nickels, dimes and quarters.

   - It should have a constructor that receives the number of *each* type of coin deposited.

   - It should have a method for returning the number of *each* type of coin deposited.

   - It should also have a method to calculate the total value of the coins deposited.

   - It should have a toString() method

   The outline for the class is as follows:

```
public class PiggyBank
{
  // instance variables go here
      .
      .
      .


  // Constructor
  PiggyBank(int pennies, int nickels, int dimes, int quarters)
  {
      .
      .
      .
  }

  // methods go here
      .
      .
      .
```

```
}
```

2. Create a BankTesterDiaologBox class that:

- Prompts the user for the number of pennies, nickels, dimes, and quarters to be put in bank - you'll need use dialog boxes
- Instantiates a PiggyBank object using the inputted coin amounts.
- Calculates the total dollar value of the coins deposited and prints this to the screen.
- Accesses the PiggyBank object to print the number of each type of coin deposited.

3 Add a method to the PiggyBank Class that will combine 2 Piggy Banks.

```
public void combinePiggy(PiggyBank b)
{
}
```

4. Write a Class that uses the scanner to input data for 2 PiggyBanks. Call the combinePiggy method and print out the new total