**International Islamic University, Islamabad**

**Fall 2019**

**Faculty of Basic and Applied Sciences**

**Department of Computer Science and Software Engineering**

**Course: Object Oriented Programming Section: BSSE F18 A & B**

Assignment No. 1 Date: 19-09-2019 Submission Date: 23-09-2019

Q1. Create a class Bank with four data members:

* Name, AccountNumber, AccountType and Balance
* Four member functions:
* void getDetail() to take all the details from the user,
* void deposit() that asks you to enter the amount you want to deposit and adds it to the total
* void withdraw() that asks you to enter the amount to withdraw and deducts it from the total displayDetail() displays all the account details
* In the main function, display a menu that looks like this
  1. Enter 0 to exit

1. Initialize a new acc.

2. Deposit

3.Withdraw

4.See A/c Status";

Q2. Create a class named CSStudents. The class contains the following

* Data members Name, Fee,
* A constructor and a function SetValues() that allows a program to assign values to the data members.
* One member function getFee() should allow any program using an object to view the contents of the Fee data member. The other member function getName()should allow the program to view the contents of the student Name data member.
* Another member function calculateFee() should calculate fee raise, based on a raise percentage provided by the program using the object. Before calculating the raise, the member function should verify that the raise percentage is greater than or equal to zero. If the raise percentage is less than zero, the member function should display an error message.
* Write a main function that will create an array of CSStudents objects, assign values to the objects, display the names and current fee for all objects, ask user for the raise percentage and then calculate and display new fee for all objects.