Dt: 4/9/2023

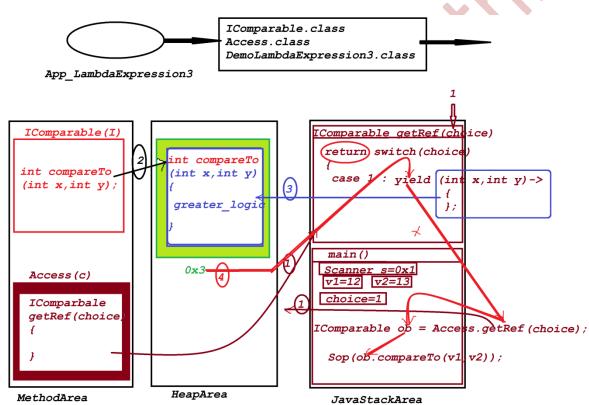
Execution flow of above program:

ClassFiles:

IComparable.class

Access.class

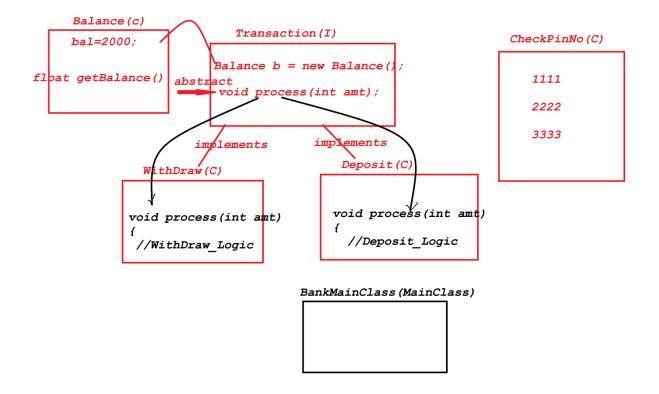




define return-type-switch?

=>return-type-switch introduced by Java17 version and which is used to return the result .

```
syntax:
return switch(value)
{
 case 1 : yield result;
 case 2 : yield result;
 case n : yield result;
 default: yield default-value;
};
(i)"yield" keyword specifies to generate result, stop the switch-case and
 return the result.
(ii)default-statement is manditory in return-type-switch
Assignment:
Construct BanTransaction-Application using the following Layout:
```



step-1: read pinNo

- =>The pinNo must be 4 digits(Numeric data),else "Invalid pinNo"
- =>If validation is successfull, then check the pinNo is 1111 or
- 2222 or 3333,else " PinNo donot exist"
- =>If validation and Verification failed for 3 times,then display the msg as "Transaction blocked"
- step-2: If the pinNo validation and Verification is Successfull, then show the following choice:

1.WithDraw

2.Deposit

1. With Draw: =>read the amt for WithDraw =>The amt must greater than zero and multiples of 100, else "Invalid amt". =>If the amt is validated Successfully, then create object for WithDraw-class and pass amt as parameter to process()-method =>part of process()-method check the amt is less than balance or not. =>If the amt is less than balance, then perform transaction o/p: **Amt WithDrawn** Balance amt : **Transaction Successfull** =>else,display "InSufficient Fund"

2.Deposit:

=>read the amt for Deposit

=>The amt must greater than zero and multiples of 100, else "Invalid amt".

=>If the amt is validated Successfully,then create object for	
Deposit-class and pass amt as parameter to process()-method	
o/p:	
Amt Deposited :	
Balance amt :	
Transaction Successfull	
=	