public class CardPoints

{

private int cardId;

private String holderName;

private int balancePoints;

public CardPoints(int cardId,String holderName,int balancePoints)

{ this.cardId=cardId;

this.holderName=holderName;

this.balancePoints=balancePoints;

}

public int getCardId()

{ return this.cardId; }

public void setCardId(int cardId)

{ this.cardId=cardId; }

public String getHolderName()

{ return this.holderName; }

public void setHolderName(String holderName)

{ this.holderName=holderName; }

public int getBalancePoints()

{ return this.balancePoints; }

public void setBalancePoints(int balancePoints)

{ this.balancePoints=balancePoints; }

public boolean withdrawPoints(int points)

{

int balancePoint=getBalancePoints();

if(points<=balancePoints)

{

balancePoint=balancePoints-points;

setBalancePoints(balancePoint);

System.out.println("Balance points after used:"+balancePoint);

return true;

}

else

{

System.out.println("Sorry!!! No enough points");

return false;

}

}

}