Lab Assignment #4
Due: <1 week after receipt!>

Part I

Given the UML static diagram of the class **BankAccount** shown below:

BankAccount
- balance: double   *var* - interestRate: double   *const* - interest: double
+ BankAccount(balance: double, interestRate: double) + BankAccount(balance: double) + deposit(amount : double) + withdraw(amount : double) + addInterest() + getBalance() : double + getInterest() : double

Implement the **BankAccount** class including all of the methods.

Part II

In addition, add a **main** method to this class that can be used to test the object. You only need to create one instance and do not request any input from the user. Any output that is displayed will be done in the main method.

Part III

Create a **BankAccountUser** class that can also be used to test this object. Create at least two instances. Any output that is displayed will be done in the main method. Use the *scanner* method to get input from the user so that it is easier to test the **BankAccount** object.

You will need to turn in a hardcopy printout of all of your *.java files to the instructor and upload the zip file (containing all the*.java files) to the appropriate D2L dropbox.

All files turned in must be attached in this order.
1. Lab 4 Evaluation Sheet
2. Lab 4 Specification Sheet (this sheet)
3. BankAccountUser.java
4. BankAccount.java