

Test Interface 1	<p>Interface: BasicCalculatorInterface which has these below methods</p> <ul style="list-style-type: none"> • int sum(int x, int y) • int sub(int x, int y) • int multiplication(int x, int y) • int division(int x, int y) <p>ScientificCalculatorInterface</p> <ul style="list-style-type: none"> • int XtoY(int x, int y) • Other scientific methods that you find best fit for you <p>Develop necessary class to implement these two interfaces and test from main method.</p>
Test Interface 2	<p>Interface: BasicBankingInterface which has these below abstract methods</p> <ul style="list-style-type: none"> • bool deposit(int amount) • bool withdraw(int amount) <p>Consider a bank has three different types of accounts. An account holder (Person/Student) can have any one of these below type.</p> <ol style="list-style-type: none"> 1. Current 2. Savings 3. Overdraft <p>These three types of account has different advantages and disadvantages</p> <ul style="list-style-type: none"> • Current Account <ul style="list-style-type: none"> ○ Current account holders can withdraw all of his/her amount • Saving Account <ul style="list-style-type: none"> ○ Saving account holders can withdraw maximum 80% of his/her total amount • Overdraft account <ul style="list-style-type: none"> ○ Overdraft account holders can withdraw additional amount which is set by at account creation time (overdraft limit amount) <p>After implement this structure change the account type (ex: current to saving or else) and changes will automatically reflected as well. You have to develop this scenario on your own.</p>

Test Interface 3

Interface:
RadioPlayerInterface which has these below abstract methods

- void switch(boolean on);
- void retune(double frequency);
- void setVolume(int loudness);
- void changeChannel();

MusicPlayerInterface which has these below abstract methods

- void switch(boolean on);
- void play(boolean on);
- void setVolume(int loudness);
- void playNext();
- void playPrevious();

Develop necessary class to implement these two interfaces and test from main method.

Hints: **Ipod** or **Phone** class. It have set of Music files (Array). A phone can have max 500 musics.

Hints: **MusicFile** can be another class that have to be implemented on Ipod or phone class.

Class MusicFile	String title; String artist; int yearOfRelease; int durationInSeconds;	declare private
	Constructors(empty, parameterized) void changeTitle(string title)	declare public

Special Note: **Do not** code interface and class on **same** file. Use **separate files** for interfaces. The interface should be **public**.