1. Implement a class Account. An account has
   * a balance
   * Functions to add
   * and withdraw money
   * And a function to inquire the current balance.

Program:-

```
public class Account {
    private double balance;
    // constructor to set initial balance
    public Account (double initial Balance) {
        this.balance = initial Balance;
    }
    // Default constructor with initial balance set to $0
    public Account () {
        this.balance = 0;
    }
    // Function to deposit money public
    public void deposit (double amount)
    {
        balance += amount;
    }
    // Function to withdraw money
    public void withdraw money (double amount) {
        if (amount > balance) {
            System.out.print ("Insufficient funds.
            A $ 5 penalty will be charged ");
            balance -= 5;
```

```java
        // charge $5 penality
    } else {
        balance -= amount;
    }
}

// Function to inquire the current balance
public double getBalance() {
    return balance;
}

// Function to compute interest on current balance
public double
computeInterest (double rate){
    return balance + rate;
}
```

2. Write a class called triangle that can be used to represent a triangle. It should include the following method that return Boolean values indicating if the particular property holds;

```java
public static Triangle {
    private double side1;
    private double side2;
    private double side3;
    public Triangle (double side_1, double side2, = side_3* side3)
        side_2* side-2 + side-3* side-3 = side_1* side_1
        side_1* side_1 + side-3* side3 = side-2 *side-2
```

```java
}
public boolean isRight() {
    return (side_1*side_1 + side_2*side 2 = side_3*side_3 |
            side_2*side_2 + side_3*side_3 = side_1*side_1 |
            side_1*side_1 + side_3*side_3 = side_2*side_2)
}

public boolean is_scalene() {
    return (side_1 = side_2 & side_1 != side_3 & side_2 !
            = side_3);
}
public boolean is_isosceles() {
    return ((side_1 = side_2 && side_1 != side_3) |
            side_1 = side_3 && side_1 != side_2) |
            side_2 = side_3 && side_2 != side_1)
}

public static void main(String[] args) {
    Triangle T = new Triangle(3, 4, 5);
    System.out.print("is triangle scalene" + T.is_scalene());
    System.out.print("is rectangle triangle" + T.is_Right());
    System.out.print("is triangle isoscalene" + T.is_isoscalene());
}
}
```