AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH (AIUB)

Faculty of Science and Technology (FST)

Department of Computer Science (CS)

Introduction to Programming [LAB Task on Class]

1. Use the information below to develop the class Account

Account Name	Declare member variables
Account No	private. User setter and get-
Balance	ter methods.
Account Type	
Create 2 Constructor empty and parameterized	
Create a Destructor	
deposit(int amount)	Adds amount to balance
Withdraw(int amount)	Subtracts amount from
6 PHALOIDIUM	balance
Transfer(int amount, Account receiver)	Transfer amount from one
/.07	account to another account
ShowAccountDetails()	7 (0)
	Account No Balance Account Type Create 2 Constructor empty and parameterized Create a Destructor deposit(int amount) Withdraw(int amount) Transfer(int amount, Account receiver)

Demonstrate the use of Account class by creating several Account type Object and perform different types of operation like deposit, transfer etc.

2. Use the information below to develop the class Mobile

	Mobile Owner Name	Declare member variables
	Mobile Number // SIM number	private. User setter and getter
	Mobile Balance	methods.
	Mobile OS Name	5//
	Lock Status // true means phone is locked	5"/
	// false means unlocked	/ /
Mobile	Create 2 Constructor empty and parameterized	Lock has to be false to show
	Create Destructor	or recharge or call someone,
	ShowInfo()	so check the lock flag/Boolean variable
	Recharge(int amount)	nag/Boolean variable
	CallSomeone(int timeDuration) // per minute	
	//cost=0.5 taka	

Demonstrate the use of Mobile class by creating several Mobile type Object and perform different types of operation.