CLASS WORK 31.7.24

1. Bank application using enum keyword

CODE:

```
enum AccountType {
   SAVINGS,
   CURRENT,
   FIXED_DEPOSIT
}

class BankAccount {
   private String accountNumber;
   private double balance;
   private AccountType accountType;
   private String accountHolderName;

   public BankAccount(String accountHolderName, String accountNumber, double
balance, AccountType accountType) {
      this.accountHolderName = accountHolderName;
      this.accountNumber = accountNumber;
      this.balance = balance;
      this.accountType = accountType;
   }

   public void deposit(double amount) {
      balance += amount;
      System.out.println("Deposited: " + amount);
   }

   public void withdraw(double amount) {
      if (balance >= amount) {
         balance -= amount;
         System.out.println("Withdrawn: " + amount);
      } else {
         System.out.println("Insufficient balance");
      }
   }

   public void displayDetails() {
      System.out.println("Account Holder Name: " + accountHolderName);
      System.out.println("Account Number: " + accountNumber);
      System.out.println("Account Type: " + accountType);
      System.out.println("Balance: " + balance);
   }
}

public class BankApplication {
   public static void main(String[] args) {
      BankAccount account = new BankAccount("dharani", "123456789", 1000.0,
```

```
AccountType.SAVINGS);
        account.deposit(500.0);
        account.withdraw(200.0);
        account.displayDetails();
    }
}
```

Output: