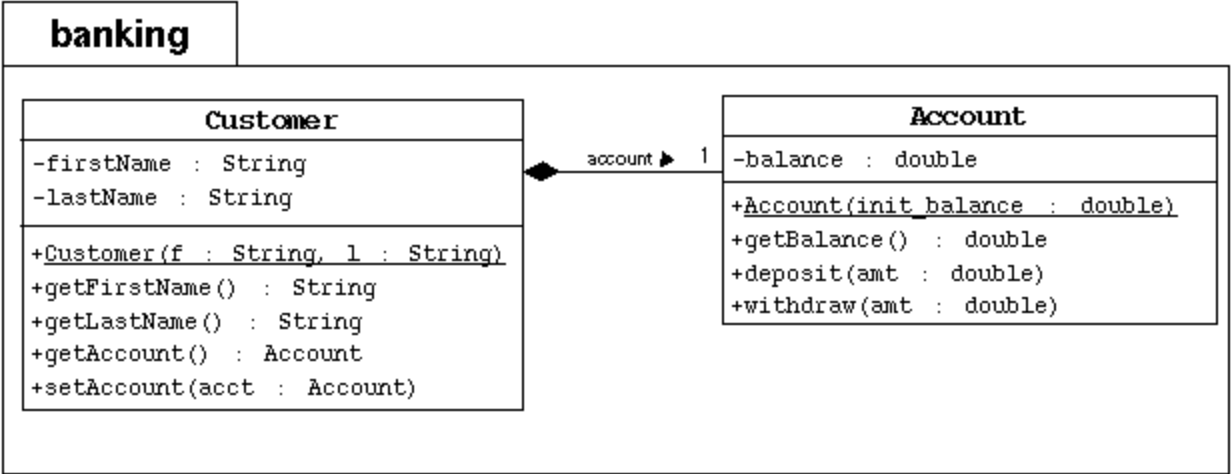


Objective

In this exercise you will expand the Banking project by adding a `Customer` class. A customer will contain one `Account` object.



Directions

Start by changing your working directory to Problem Set 3/Problem 2 on your computer.

1. Make the `banking` directory.
2. Copy the Banking project files from the previous Banking lab to this directory.
3. Create the `Customer` class in the file `Customer.java` under the `banking` directory. This directory represents the Java package structure for your program. This class must implement the model in the above UML diagram.
 - a. Declare three private object attributes: `firstName`, `lastName`, and `account`
 - b. Declare a public constructor that takes two parameters (`f` and `l`) that populate the object attributes
 - c. Declare two public accessors for the object attributes; these methods `getFirstName` and `getLastName` simply return the appropriate attribute
 - d. Declare the `setAccount` method to assign the `account` attribute
 - e. Declare the `account` method to retrieve the `account` attribute
4. In the main Problem Set 3 directory, compile and run the `TestBanking` program. You should see the following output:

```
Creating the customer Jane Smith.
Creating her account with a 500.00 balance.
Withdraw 150.00
Deposit 22.50
Withdraw 47.62
Customer [Smith, Jane] has a balance of 324.88
```