



Course Code: CSE 226

Course Title: Visual and Net-Based Programming Lab

Assignment 3

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Building a partial banking application

In Assignment 3, you will use threads to allow multiple account holders to process simultaneous withdrawals from a single checking account.

Implement the following classes:

1) CreditCard Class

- a) Must have the following attribute:
 - account balance: double, private, credit card balance
 - initialized with 5,000.00
- b) Must have a `getBalance` method, which
 - takes in no parameters
 - returns the amount within the balance attribute
- c) Must have a `withdraw` method, which
 - takes in a parameter of type double
 - returns no value
 - subtracts the parameter value from the account balance attribute

2) CardHolder Class

- a) Must inherit `Runnable` abstract class
- b) Must have the following attribute
 - `card`: of type `CreditCard`, private, customer's credit card
- c) Must have an overloaded constructor, which
 - takes in a parameter, of type `CreditCard`
 - assigns parameter value to the `card` attribute
- d) Must override the `run` method, which
 - creates a for loop that iterates one (1) to multiple times (i.e. one to six times)
 - during each iteration of the loop
 - calls the `makeWithdrawal` method, passing a withdrawal amount (i.e. 500.00)
 - after calling the `makeWithdrawal` method, checks the account balance
 - if the account balance is less than zero (0), prints an appropriate error message to the screen
- e) Must have a `makeWithdrawal` method, which
 - uses the private method modifier (i.e. the method is a private method)
 - synchronizes the method {i.e. `Synchronized (Java)` }
 - A. to synchronize the method in Java, include the keyword "Synchronized" in the `makeWithdrawal` method header
 - create a lock object, i.e. "private static object padlock = new object();"

- place the body of the makeWithdrawal method inside the begin/end brackets of a lock statement, i.e. “lock(padlock) {...}”
 - takes in a parameter (withdrawal amount) of type double
 - returns no value
 - checks the account balance
- A. if the account balance is less than the withdrawal amount, prints an error message that contains the thread name, withdraw amount, and account balance (i.e. “Not enough in: thread 1 to withdraw: \$500.00, Balance: \$200.00”)
- B. if the account balance is greater than or equal to the withdrawal amount:
- prints a message that contains the thread name, withdrawal amount, and account balance (i.e. “thread 1, before withdrawing \$500.00, Balance: \$4000.00”)
 - within a try/catch block, has the thread sleep for a “little bit” (i.e. thread.sleep(6000))
 - after leaving the try/catch block, invokes the withdraw method (i.e. the class method within the CreditCard class), passing in the withdraw amount (i.e. 500.00)
 - after returning from the withdraw method, prints a message that contains the thread name, withdrawal amount, and account balance (i.e. “thread 1, after withdrawing \$500.00, Balance: \$3500.00”)

3) Driver Class

- a) using the CreditCard class, create a credit card object
- b) using the CardHolder class, create a card holder object, passing the credit card object as a parameter
- c) create a thread that takes the CardHolder object as a parameter
- d) give this thread a name, i.e. Siam
- e) create another thread that takes the CardHolder object as a parameter
- f) give this thread a different name, i.e. Alif
- g) start each individual thread