ONLINE BANKING SYSTEM

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JAVA INTERNSHIP

1ST MAY

class Bank {

// Initial balance $100

int total = 100;

// Money withdrawal method. Withdraw only if

// total money greater than or equal to the money

// requested for withdrawal

// Method

// To withdraw money

void withdrawn(String name, int withdrawal)

{

if (total >= withdrawal) {

System.out.println(name + " withdrawn "

+ withdrawal);

total = total - withdrawal;

System.out.println("Balance after withdrawal: "

+ total);

// Making the thread sleep for 1 second after

// each withdrawal

// Try block to check for exceptions

try {

// Making thread t osleep for 1 second

Thread.sleep(1000);

}

// Catch block to handle the exceptions

catch (InterruptedException e) {

// Display the exception along with line

// number

// using printStacktrace() method

e.printStackTrace();

}

}

// If the money requested for withdrawal is greater

// than the balance then deny transaction\*/

else {

// Print statements

System.out.println(name

+ " you can not withdraw "

+ withdrawal);

System.out.println("your balance is: " + total);

// Making the thread sleep for 1 second after

// each transaction failure

// Try block to check for exceptions

try {

Thread.sleep(1000);

}

catch (InterruptedException e) {

e.printStackTrace();

}

}

}

// Method - to deposit money

// Accept money whenever deposited

void deposit(String name, int deposit)

{

System.out.println(name + " deposited " + deposit);

total = total + deposit;

System.out.println("Balance after deposit: "

+ total);

// Making the thread sleep for 1 second after

// each deposit

try {

Thread.sleep(1000);

}

catch (InterruptedException e) {

e.printStackTrace();

}

}

}

// Class 2

// main class

class GFG {

// Main driver method

public static void main(String[] args)

{

// Declaring an object of Bank class and calling the

// withdarwn and deposit methods with suitable

// parameters

// Creating object of class 1 inside main()

Bank obj = new Bank();

// Custom input - Transactions

obj.withdrawn("Arnab", 20);

obj.withdrawn("Monodwip", 40);

obj.deposit("Mukta", 35);

obj.withdrawn("Rinkel", 80);

obj.withdrawn("Shubham", 40);

}

}