

Polymorphism

The purpose of this exercise is to practice writing code that uses the Object-Oriented Programming principle of polymorphism.

Learning objectives

After completing this exercise, students will be able to:

- Explain the concept of polymorphism and how it's useful
- Demonstrate an understanding of where inheritance can assist in writing polymorphic code
- State the purpose of interfaces and how they're used
- Use polymorphism through inheritance using IS-A relationships
- Use polymorphism through interfaces using CAN-DO relationships
- Give examples of interfaces from the Java/C# standard library (Collections)

Evaluation criteria and functional requirements

- The project must not have any build errors.
- Code is presented in a clean, organized format.
- Code is appropriately encapsulated.
- Polymorphism is used appropriately to avoid code duplication.
- The code meets the specifications defined below.

Bank customer application

Notes for all classes and interfaces

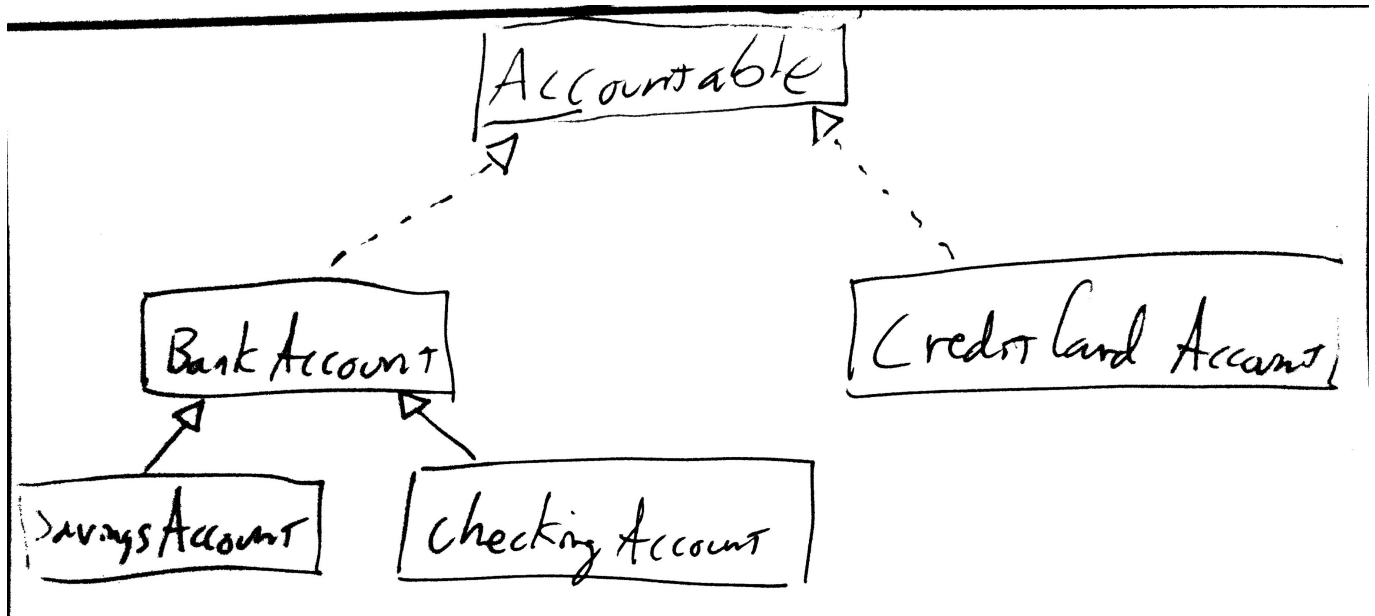
- X in the set column indicates it **must have a Setter**.
- Nothing in the set column indicates the attribute is derived.
- Readonly attributes don't require a Setter.

Instructions

This code is from the Inheritance day. The bank account classes work well, but now the bank needs to calculate a customer's total assets to assign them VIP status if they have over \$25,000 in assets at the bank.

The bank is also introducing credit cards. Since credit cards aren't strictly bank accounts where money is stored, they don't inherit from the `BankAccount` class. However, they must still be accounted for in the VIP calculation.

For this exercise, you'll add new features to the code to create a `Customer` class that has multiple accounts. You'll also create a new type of account: a credit card account. A credit card account isn't a `BankAccount`, but it needs to be stored with the customer as one of their accounts. To do this, you need to create a new interface that specifies that an object is `Accountable` and has a `getBalance()` method.



For this exercise, you will:

1. Add a new method to allow customers to transfer money between **BankAccounts**.
2. Create a new interface called **Accountable**.
3. Make **BankAccount** implement **Accountable**.
4. Create a new class called **CreditCardAccount** that's also **Accountable**.
5. Create a **Customer** class that has many **Accountable** objects.
6. Add an **isVip()** method to **Customer**.

Step One: Add a new **transferTo()** method to transfer money between **BankAccounts**

Add the following method to allow **BankAccounts** to transfer money to another **BankAccount**. Where would you add this method to make sure it works for all **BankAccounts**, including **SavingsAccount** and **CheckingAccount**?

Method Name	Return Type	Description
transferTo(BankAccount destinationAccount, int transferAmount)	int	Withdraws transferAmount from this account and deposits it into destinationAccount .

New unit tests have been added for this section. This section is complete when the **CheckingAccountTest**, **SavingsAccountTest**, and **BankAccountTest** unit tests all pass.

Step Two: Create the **Accountable** interface - THIS HAS BEEN DONE FOR YOU! - We learn about it tomorrow

The **Accountable** interface means that an object can be used in the accounting process for the customer.

Method Name	Return Type	Description
getBalance()	int	Returns the balance value of the account in dollars.

Step Three: Make **BankAccount** accountable - THIS HAS BEEN DONE FOR YOU! - We learn about it tomorrow

Add the [Accountable](#) interface to [BankAccount](#), making [BankAccount](#) and all the classes that inherit from [BankAccount](#) accountable classes.

Step Four: Implement a new [CreditCardAccount](#) class

A [CreditCardAccount](#) implements the [Accountable](#) interface - **THIS HAS BEEN DONE FOR YOU! - We learn about it tomorrow**

You need to add everything else for a [CreditCardAccount](#) as described below.

Constructor		Description		
CreditCardAccount(String accountHolder, String accountNumber)		A new credit card account requires an account holder name and account number. The debt defaults to a 0 dollar balance.		
Attribute Name	Data Type	Get	Set	Description
accountHolder	String	X		Returns the account holder name that the account belongs to.
accountNumber	String	X		Returns the account number that the account belongs to.
debt	int	X		Returns the amount the customer owes.
Method Name	Return Type	Description		
pay(int amountToPay)	int	Removes amountToPay from the amount owed and returns the new total amount owed.		
charge(int amountToCharge)	int	Adds amountToCharge to the amount owed, and returns the new total amount owed.		

Note: Be sure to implement the interface. The balance for the accounting should be the debt as a negative number.

Once the [CreditCardAccountTest](#) unit tests pass, this step is complete.

Step Five: Implement a [BankCustomer](#)

Implement the [BankCustomer](#) class. A bank customer "has-a" list of [Accountables](#).

Attribute Name	Data Type	Get	Set	Description
name	String	X	X	Returns the account holder name that the account belongs to.
address	String	X	X	Returns the account number that the account belongs to.
phoneNumber	String	X	X	Returns the account number that the account belongs to.

Attribute Name	Data Type	Get	Set	Description
accounts	Accountable[]	X		Returns the customer's list of Accountables as an array.

Here is how to define **accounts**: `List<Accountable> accounts = new ArrayList<>();`

Method Name	Return Type	Description
addAccount(Accountable newAccount)	void	Adds newAccount to the customer's list of accounts.

Note: Even though the accounts getter returns an array, you don't have to store the accounts in the **BankCustomer** as an array. Since you need to add accounts whenever the `addAccount()` method is called, you'll want to use a different data structure in the class to store the accounts that's like an array, but can be added to at any time. i.e. The `accounts` ArrayList needs to be converted to an array in the `getAccounts` method in the **BankCustomer** class:

```
return accounts.toArray(new Accountable[accounts.size()]);
```

Step Six: Add the `isVip()` method to **BankCustomer**

Customers whose combined account balances (credits minus debts) are at least \$25,000 are considered VIP customers and receive special privileges.

Add a method called `isVip` to the **BankCustomer** class that returns true if the sum of all accounts belonging to the customer is at least \$25,000 and false otherwise.

Once the **BankCustomerTests** unit test passes, this section is complete.