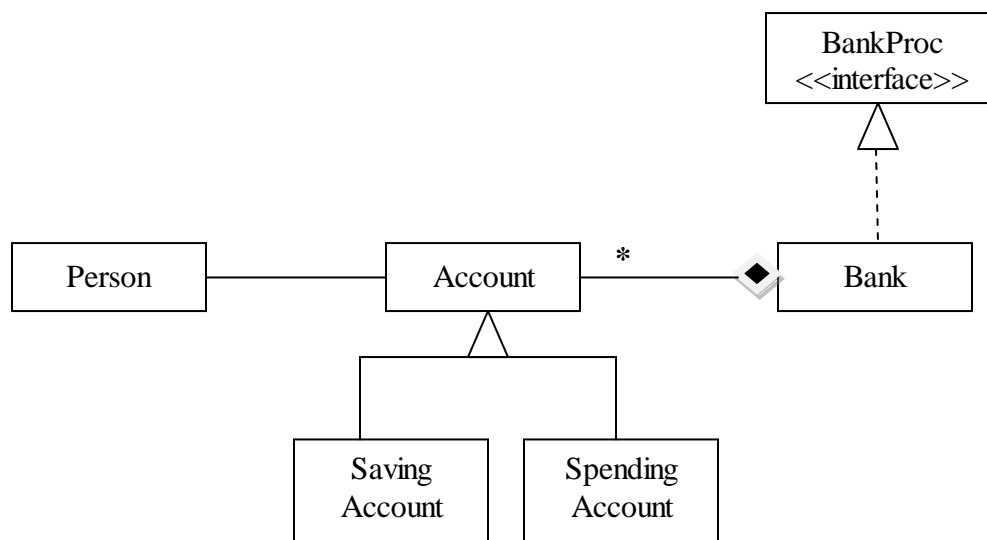# TP Lab –Homework 4

Objective

Design by Contract Programming Techniques

Description

Consider the system of classes in the class diagram below.

1.Define the interface BankProc (add/remove accounts, read/write accounts, report generators, etc). Specify the pre and post conditions for the interface methods.
2. Implement the classes Person, Account, SavingAccount and SpendingAccount. Other classes may be added as needed (give reasons for the new added classes).
3. Implement the class Bank using a hashtable. Chaining will be used in case of collisions. A method toString will be also defined for the class Bank.
3.1 Define a method of type "well formed" for the class Bank.
3.2 Implement the class using Design by Contract method (involving pre, post conditions, invariants, assertions).
4. Implement a user guided test driver for the system. The initial account data for populating a Bank object with Account objects will be taken from a file. Testing evidence should be provided to the console for defined methods.