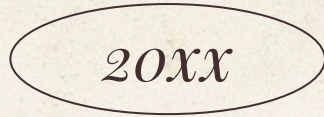


Final Project presentation

Here is where my presentation begins!

https://www.youtube.com/watch?v=AYPLLLF26_A&t=9s



Theme of my project is financial digitization. And the project can perform many financials simulation.

The project consists of 6 different classes: Account, DailyAccount, SavingsAccount, Warehouse, User, and Main class



Content:



01

Abstraction

02

Inheritance

04

Generics

03

Polymorphism

05

Class diagram

```
abstract class Account {  
    protected double balance;  
  
    // constructor  
    public Account(double balance) {  
        this.balance = balance;  
    }  
  
    // method  
    public void deposit(double amount) {  
        balance += amount;  
    }  
  
    // abstract method  
    public abstract void withdraw(double amount);  
}
```

01

Abstraction

Account class is an abstract class and withdraw is abstract method

02 Inheritance

```
class DailyAccount extends Account {
```

```
class SavingsAccount extends Account {
```

Inheritance was implemented by both Savings and Daily Account class by using the keyword extends.

03 Polymorphism

Polymorphism with abstract class implementation. Because we always need to override the abstract method of the parent class on the each child class

```
@Override  
public void withdraw(double amount) {  
    if (amount > balance) {  
        System.out.println("Insufficient funds");  
    } else {  
        balance -= amount;  
    }  
}
```

Also with getAccount method.
Because they are in the same
class and have different
functionality and parameter
then it's method overloading

```
public A getAccount(int index) {  
    return accounts.get(index);  
}  
  
@  
public <T> T getAccount(Class<T> obj, int index) {  
    Account account = accounts.get(index);  
    if (obj.isInstance(account)) {  
        return obj.cast(account);  
    } else {  
        return null;  
    }  
}  
}
```

04 Generics

Generic class

```
class Warehouse < A extends Account > {
```

Implemented by warehouse class and warehouse takes a type of parameter "A" extends Account.

That means it will get the subclass "Account"


```
public <T> T getAccount(Class<T> obj, int index) {  
    Account account = accounts.get(index);  
    if (obj.isInstance(account)) {  
        return obj.cast(account);  
    } else {  
        return null;  
    }  
}
```

Generic method

takes a `class<T>` object "obj" and an index as parameters. That mean the method can return an object of any type.

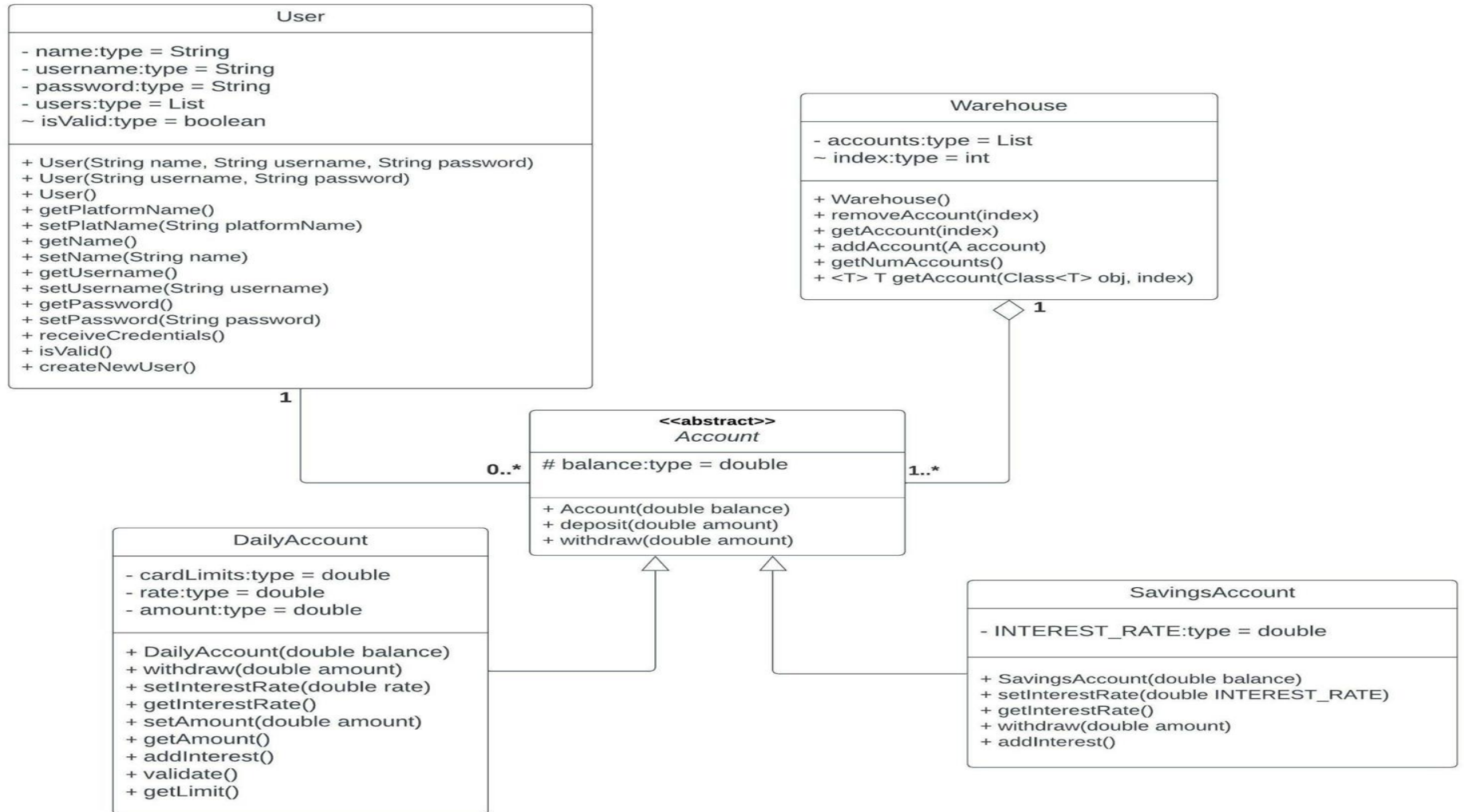


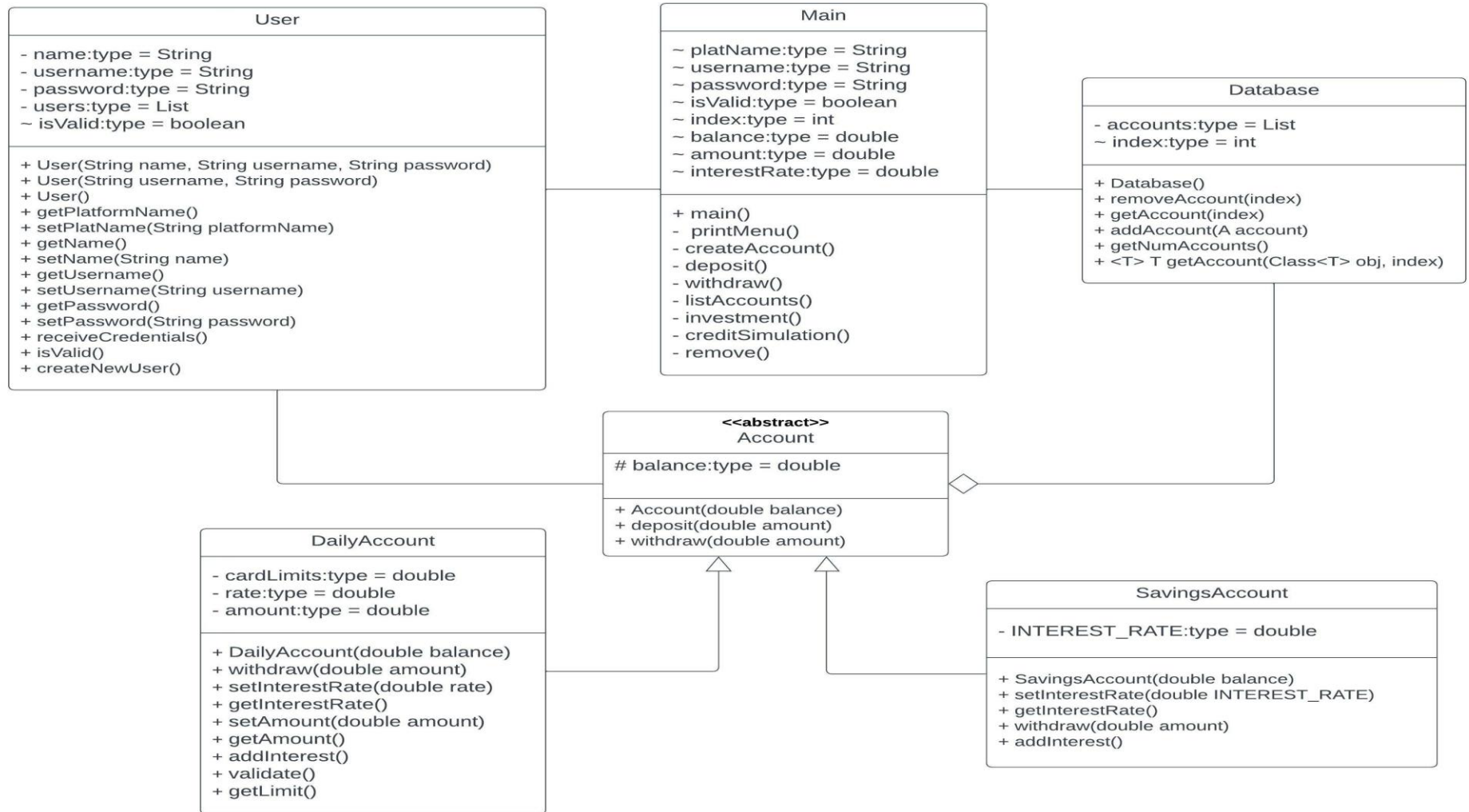
05



Class diagram







//Consulting/Toolkit/



Program

20xx

Demo



Starting menu

Create your partners name: *TEST*

Create Account

Enter name: *TEST*

Enter new username: *TEST*

Enter new password: *TEST*

Retype new password: *TEST*

User Successfully Created.

TEST partners Login

Enter username ('0' to CLOSE PROGRAM): *TEST*

Enter password: *TEST*|

Main menu

1. Create account
2. Add Money --- (Income)
3. Take Money --- (Outcome)
4. Passive Income --- (Investment)
5. Passive Outcome --- (Credit/Paylater)
6. List accounts
7. Remove account
8. Quit

Enter your choice:

Create account

Enter your choice: 1

Creating Account:

'1' Daily account

'2' Savings account

Input: 1

Enter initial balance: 100

Enter your choice: 1

Creating Account:

'1' Daily account

'2' Savings account

Input: 2

Enter initial balance: 200

After create account

Account number 1:

Type : Daily account

Balance : 100.0

Account number 2:

Type : Savings account

Balance : 200.0

Add money

```
Enter your choice: 2  
Enter account number: 1  
Enter amount to deposit: 10
```

After

```
Account number 1:  
  Type      : Daily account  
  Balance   : 110.0  
  
Account number 2:  
  Type      : Savings account  
  Balance   : 200.0
```

Take money

```
Enter your choice: 3
Enter account number: 1
Enter amount to withdraw: 20
```

After

```
Account number 1:
  Type      : Daily account
  Balance   : 90.0

Account number 2:
  Type      : Savings account
  Balance   : 200.0
```


Passive income

```
Enter your choice: 4
Enter account number: 2
Enter interest rate: 1
With Interest Rate 1.0
New Balance      : 400.00
Profit           : 200.00
Monthly profit   : 16.66667
Try another invest? (Y/N)
n
```

Passive outcome

```
Enter your choice: 5
Enter account number: 1
Card Limit    = 100000.0
User balance  = 90.0
Enter amount to pay: 30
Enter the interest rate: 0.1
With Interest Rate 0.1
New Balance   : 57.00
loss          : 3.00
Monthly loss  : 0.250
```

Remove account

```
Enter your choice: 7
Account number 1:
    Type      : Daily account
    Balance   : 57.0

Account number 2:
    Type      : Savings account
    Balance   : 400.0

Enter account number to be removed: 2
```


After remove

Enter your choice: 6

Account number 1:

Type : Daily account

Balance : 57.0

20xx

//Consulting/*Toolkit*/

Thanks!



Do you have any questions?

youremail@freepik.com | +91 620 421 838 yourwebsite.com



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