

```
* import java.util.Scanner;
```

```
class Account {
```

```
    private String name;  
    private int Account-number;  
    private String type;
```

```
    public Account (String name, int Account-number,  
                    String type) {
```

```
        this.name = name;
```

```
        this.Account-number = Account-number;
```

```
        this.type = type;
```

```
    }
```

```
    public void setName (String name) { this.name = name; }
```

```
    public void setAccountNumber (int Account-number)
```

```
    public void setType (String type) { this.type = type; }
```

```
    public String getName () { return this.name; }
```

```
    public int getAccountNumber () { return this.Account-number; }
```

```
    public String getType () { return this.type; }
```

```
}
```

```
class Cur-act extends Account {
```

```
    private double balance;
```

```
    private static double min-balance;
```

```
    private static float service-charge;
```

```
    static {
```

```
        min-balance = 1000.00;
```

```
        service-charge = 3.00;
```

```
    }
```

```
    public double getBalance () {
```

```
        return this.balance;
```

```
    }
```

```
}
```

```
public User-Account (String name, int Account-number,  
                        String type) {
```

```
    Super(name, Account-number, type);  
    this.balance = 0.0;
```

```
}
```

```
public void deposit (double amt) {  
    this.balance += amt;
```

```
}
```

```
public void withdraw (double amt) {  
    if (this.balance - amt < 0) {  
        return -1;  
    }  
    this.balance -= amt;  
    return 1;
```

```
}
```

```
}
```

```
class Sav-Acc extends Account {
```

```
    private double balance;
```

```
    private static float interest;
```

```
    public int double getBalance () { return balance; }  
    static {
```

```
        interest = 8.0;
```

```
}
```

```
    public void deposit (double amt) { this.balance += amt; }
```

```
    public int withdraw (double amt) {
```

```
        if (this.balance - amt < 0.0)  
            return -1;
```

```
        this.balance -= amt;
```

```
        return 1;
```

```
}
```

```
    public void calculateInterest () {
```

```
        this.balance += this.balance * (interest/100);
```

```
    }  
    return interest;
```

```
}
```

```
class AccountMain {
```

```
    public static void main (String args[])  
    { Scanner s = new Scanner (System.in);
```

```
        String name = s.next();
```

```
        int accountnumber = s.nextInt();
```

```
        String type = s.next();
```

```
        if (type == "Savings") {
```

```
            Sav-act S = new Sav-act(name, accountnumber,  
                                     type);
```

```
            do {
```

```
                System.out System.out.println("Please select the  
                following choice");
```

```
                System.out.println("1. Show Balance");
```

```
                System.out.println("2. Withdraw");
```

```
                System.out.println("3. Deposit");
```

```
                System.out.println("4. Calculate Interest");
```

```
                System.out.println("5. Exit");
```

```
                int c = s.nextInt();
```

```
                switch(c) {
```

```
                    case 1: System.out System.out.println("S. getBalance()");  
                        break;
```

```
                    case 2: double amt = s.nextDouble();
```

```
                        if (with S.withdraw)
```

```
                            System.out.println(S.getBalance());
```

```
                    case 3: double amt = s.nextDouble();
```

```
                        S.deposit(amt);
```

```
                    case 4: double int = S.calculateInterest();
```

```
                        break;
```

```
                    case 5: break;
```

```
                } while (c != 5);
```

```
            } else if (type == "current") {
```

```
            }
```

```
}
```



```
* import java.util.Scanner;
```

```
abstract class Shape {
    private float a;
    private float b;
    public float getA() { returns A; }
    public float getB() { returns B; }
    public Shape(float a, float b) {
        this.a = a;
        this.b = b;
    }
    public abstract void printArea();
    public Shape(float a) {
        this.a = a;
    }
}
```

```
class Rectangle extends Shape {
    public void printArea() {
        float d = super.getA();
        float b = super.getB();
        System.out.println("The area of rectangle is " + d * b);
    }
    public Rectangle(float a, float b) {
        super(a, b);
    }
}
```

```
class Triangle extends Shape {
    public void printArea() {
        float h = super.getA();
        float b = super.getB();
        System.out.println("The area of triangle " + 1/2 * h * b);
    }
}
```

}

```
public Triangle (float a, float b) {  
    super(a, b);  
}
```

}

}

```
class Circle extends Shape {  
    public void printArea () {  
        float r = getA();  
        System.out.println ("The Area of circle is "  
            + Math.PI * r);  
    }  
}
```

}

```
public Circle (float r) {  
    super(r);  
}
```

}

}

```
class ShapesMain {  
    public static void main (String args[]) {  
        Rectangle r = new Rectangle (5.3, 3.5);  
        Triangle t = new Triangle (4.7, 3.8);  
        Circle c = new Circle (3.9);  
        r.printArea();  
        t.printArea();  
        c.printArea();  
    }  
}
```

}

}