

## LAB SET - 3

### Assignment-1.

- Create a BankAccount class
- BankAccount class should have three fields accountHolderName (String), bankName(String), accountBalance(double).
- Create a constructor that takes account holder's name, bank name and initial balance.
- Add three methods to the interface - getBalance(), deposit() and withdraw().
- Implement all three methods.
- In the main method create three bank accounts with different account holders names and ICICI, HDFC and SBI as bank names.
- Deposit and withdraw money for each account. Display the account balance.

### Source code

```
BankAccount.java Main.java ×
1 package anudip.java.lab;
2
3 public class Main {
4     public static void main(String[] args) {
5         // Create three BankAccount objects with different account holders and banks
6         BankAccount acc1 = new BankAccount("Harish", "ICICI", 68000);
7         BankAccount acc2 = new BankAccount("Dex", "HDFC", 45800);
8         BankAccount acc3 = new BankAccount("Suhass", "SBI", 26900);
9
10        // Deposit and withdraw operations on first account
11        acc1.deposit(2000); // Deposit 2000 to Raj's account
12        acc1.withdraw(1000); // Withdraw 1000 from Raj's account
13        acc1.printAccountDetails(); // Print Raj's account details
14
15        // Deposit and withdraw operations on second account
16        acc2.deposit(2500);
17        acc2.withdraw(3000);
18        acc2.printAccountDetails();
19
20        // Deposit and withdraw operations on third account
21        acc3.deposit(5000);
22        acc3.withdraw(4500);
23        acc3.printAccountDetails();
24    }
25 }
26
27
28
```

```
BankAccount.java × Main.java
1 package anudip.java.lab;
2
3 class BankAccount {
4     private String accountHolderName;
5     private String bankName;
6     private double accountBalance;
7
8     // Constructor to initialize the bank account
9     public BankAccount(String accountHolderName, String bankName, double initialBalance) {
10         this.accountHolderName = accountHolderName;
11         this.bankName = bankName;
12         this.accountBalance = initialBalance;
13     }
14
15     // Method to get the current balance
16     public double getBalance() {
17         return accountBalance;
18     }
19
20     // Method to deposit money into the account
21     public void deposit(double amount) {
22         if (amount > 0) {
23             accountBalance += amount;
24             System.out.println(amount + " deposited. New balance: " + accountBalance);
25         } else {
26             System.out.println("Deposit amount must be positive.");
27         }
28     }
29
30     // Method to withdraw money from the account
31     public void withdraw(double amount) {
32         if (amount <= 0) {
33             System.out.println("Withdrawal amount must be positive.");
34         } else if (amount <= accountBalance) {
35             accountBalance -= amount;
36             System.out.println(amount + " withdrawn. New balance: " + accountBalance);
37         } else {
38             System.out.println("Insufficient funds.");
39         }
40     }
41
42     // Method to print account details
43     public void printAccountDetails() {
44         System.out.println("Account Holder: " + accountHolderName + ", Bank: " + bankName + ", Balance: " + accountBalance);
45     }
46 }
47
48
```

## Output

```
Problems Javadoc Declaration Console ×
<terminated> Main [Java Application] C:\Users\Preetham\p2\pool\plugins\org.eclipse.justj.open
2000.0 deposited. New balance: 70000.0
1000.0 withdrawn. New balance: 69000.0
Account Holder: Harish, Bank: ICICI, Balance: 69000.0
2500.0 deposited. New balance: 48300.0
3000.0 withdrawn. New balance: 45300.0
Account Holder: Dex, Bank: HDFC, Balance: 45300.0
5000.0 deposited. New balance: 31900.0
4500.0 withdrawn. New balance: 27400.0
Account Holder: Suhas, Bank: SBI, Balance: 27400.0
```

## Assignment-2.

- Write a Java program that demonstrates method overriding by creating a superclass called Animal and two subclasses called Dog and Cat.
- The Animal class should have a method called makeSound(), which simply prints "The animal makes a sound."
- The Dog and Cat classes should override this method to print "TheCat/The dog meows/barks" respectively.
- The program should allow the user to create and display objects of each class.

### Source code

```
Animal.java X Main.java
1 package anudip.java.lab;
2
3 class Animal {
4     // Method to simulate the sound an animal makes
5     public void makeSound() {
6         System.out.println("The animal makes a sound.");
7     }
8 }
9
10 //Dog class inherits from Animal and overrides the makeSound method
11 class Dog extends Animal {
12     @Override
13     public void makeSound() {
14         System.out.println("The dog barks.");
15     }
16 }
17
18 //Cat class inherits from Animal and overrides the makeSound method
19 class Cat extends Animal {
20     @Override
21     public void makeSound() {
22         System.out.println("The cat meows.");
23     }
24 }
```

```

1 package anudip.java.lab;
2
3 public class Main {
4     public static void main(String[] args) {
5         // Create an instance of the generic Animal class
6         Animal genericAnimal = new Animal();
7         // Create an instance of the Dog subclass
8         Dog dog = new Dog();
9         // Create an instance of the Cat subclass
10        Cat cat = new Cat();
11
12        // Call the makeSound method on the generic Animal object
13        genericAnimal.makeSound();
14        // Call the makeSound method on the Dog object – demonstrates method overriding
15        dog.makeSound();
16        // Call the makeSound method on the Cat object – demonstrates method overriding
17        cat.makeSound();
18    }
19 }
20

```

## Output

```

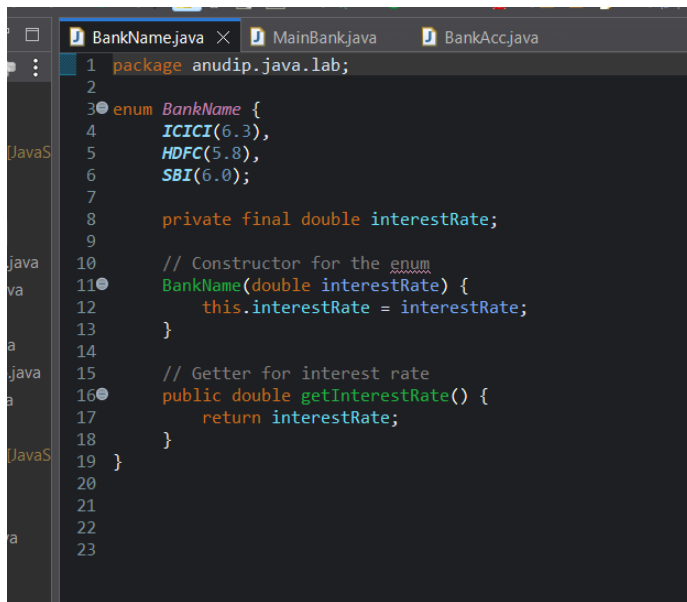
<terminated> Main (1) [Java Application] C:\Users\Preetham\.p2\pool\plugins\org.eclipse
The animal makes a sound.
The dog barks.
The cat meows.

```

### Assignment-3.

- Create an enum BankName.
- Create a constructor of the enum which takes a parameter interestRate of type double.
- Create the enum constant -ICICI (6.3), HDFC (5.8), SBI (6.0).
- Now in the BankAccount class of previous exercise, modify the type of bankName to enum BankName. Change constructor accordingly.
- Modify the instantiation of a new Account accordingly. (Example: new BankAccount(12000, "Harry", BankName.SBI);
- Print the bankName for each account.
- Add a method which calculates total interest - calculateInterest (int numberOfYears). The interest will be calculated based on interest rate and available balance. Print total interest. [ Hints: double totalInterest = bankName.interestRate\* numberOfYears \* accountBalance;]

### Source code



```
1 package anudip.java.lab;
2
3 enum BankName {
4     ICICI(6.3),
5     HDFC(5.8),
6     SBI(6.0);
7
8     private final double interestRate;
9
10    // Constructor for the enum
11    BankName(double interestRate) {
12        this.interestRate = interestRate;
13    }
14
15    // Getter for interest rate
16    public double getInterestRate() {
17        return interestRate;
18    }
19 }
20
21
22
23
```

```

1 package anudip.java.lab;
2
3 //Class representing a bank account
4 public class BankAcc{
5     private double accountBalance;
6     private String accountHolderName;
7     private BankName bankName;
8
9     // Constructor for BankAccount
10    public BankAcc(double accountBalance, String accountHolderName, BankName bankName) {
11        this.accountBalance = accountBalance;
12        this.accountHolderName = accountHolderName;
13        this.bankName = bankName;
14    }
15
16    // Method to calculate total interest
17    public double calculateInterest(int numberOfYears) {
18        double totalInterest = bankName.getInterestRate() / 100 * accountBalance * numberOfYears;
19        return totalInterest;
20    }
21
22    // Method to print account details
23    public void printAccountDetails() {
24        System.out.println("Account Holder: " + accountHolderName);
25        System.out.println("Bank Name: " + bankName);
26        System.out.println("Account Balance: " + accountBalance);
27    }
28 }

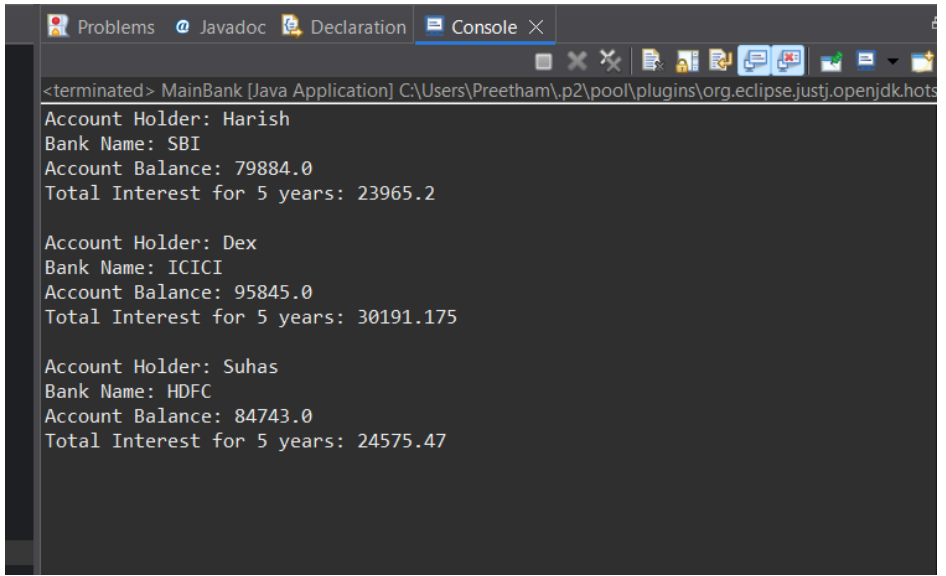
```

```

1 package anudip.java.lab;
2
3 //Main class to run the program
4 public class MainBank {
5     public static void main(String[] args) {
6         // Creating bank accounts
7         BankAcc account1 = new BankAcc(79884, "Harish", BankName.SBI);
8         BankAcc account2 = new BankAcc(95845, "Dex", BankName.ICICI);
9         BankAcc account3 = new BankAcc(84743, "Suhass", BankName.HDFC);
10
11        // Printing account details and calculating interest
12        BankAcc[] accounts = {account1, account2, account3};
13        for (BankAcc account : accounts) {
14            account.printAccountDetails();
15            double interest = account.calculateInterest(5); // Calculate interest for 5 years
16            System.out.println("Total Interest for 5 years: " + interest);
17            System.out.println();
18        }
19    }
20 }
21

```

## Output



```
<terminated> MainBank [Java Application] C:\Users\Preetham\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full\jre\bin\java.exe
Account Holder: Harish
Bank Name: SBI
Account Balance: 79884.0
Total Interest for 5 years: 23965.2

Account Holder: Dex
Bank Name: ICICI
Account Balance: 95845.0
Total Interest for 5 years: 30191.175

Account Holder: Suhas
Bank Name: HDFC
Account Balance: 84743.0
Total Interest for 5 years: 24575.47
```