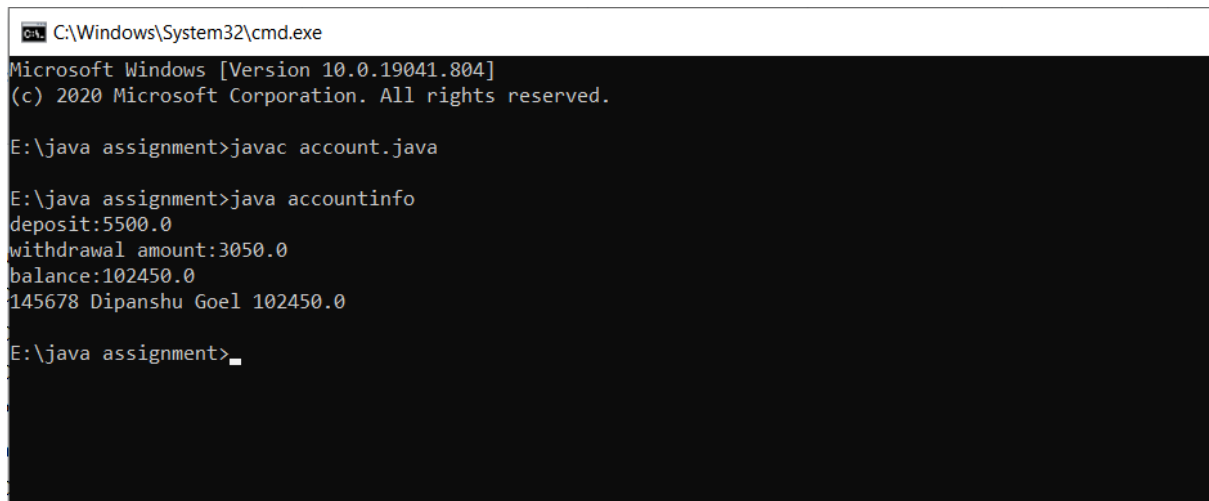# ASSIGNMENT 4

Q:-WAP to create a class Account with three instance variables: account_no, name, amount, five methods: insert (to initialize object), display (display instance variables), deposit (take amount to be deposited), withdraw (amount value to be withdrawn), check _balance (to display the balance).

```
class account

{

int account_no;

float amount;

String name;

void insert(int acnt, String nm, float amt)

{

account_no=acnt;

name=nm;

amount=amt;

}

void displayinformation()

{

System.out.println(account_no+" "+name+" "+amount);

}

void deposit(float amt)

{

amount=amount+amt;

System.out.println("deposit:"+amt);

}

void withdraw(float amt)

{

amount=amount-amt;

System.out.println("withdrawal amount:"+amt);

}

void  checkbalance()

{
```

```java
System.out.println("balance:"+amount);

}

}

class accountinfo

{

public static void main(String[] args)

{

account a1= new account();

a1.insert(145678,"Dipanshu Goel",100000);

a1.deposit(5500);

a1.withdraw(3050);

a1.checkbalance();

a1.displayinformation();

}

}
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 10.0.19041.804]
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E:\java assignment>javac account.java

E:\java assignment>java accountinfo
deposit:5500.0
withdrawal amount:3050.0
balance:102450.0
145678 Dipanshu Goel 102450.0

E:\java assignment>
```