# Assignment 4E - A Bank Account Class

1. Import Account.java and ManageAccounts.java.
2. **Account.java** contains a partial definition for a class representing bank account objects. Study it to see what instance variables and methods it contains. You cannot run this class because it doesn't have a main method, you need a client with a main method for that. Step 3 below talks about writing the client with the main method.  
     
   Complete the Account class as described below.
   1. Fill in the code for method *printSummary*, which should print the name, account number, and balance for the account (the instance variables).
   2. Fill in the code for method *chargeFee*, which should deduct a service fee from the account. If the balance is $1000 or more, no fee should be charged, but if it is less than $1000, $10 should be deducted from the balance.
   3. Now change *chargeFee* to return the new balance after it deducts the service fee (if any). It will no longer be a *void* method.
   4. Fill in the code for method *changeName* which receives a string as a parameter and should change the name on the account to be that string.
3. Now switch over to **ManageAccounts.java**. This is the client, it has a main method. Two Account object variables are declared. One account object is instantiated and one of the variables is set equal to it. Complete the client code to create and manipulate Account objects as indicated by the comments.
4. Now modify ManageAccounts.java so that it prints the balance that gets returned from the calls to chargeFees() .

( i.e. instead of just calling chargeFees(), you can either store the result in a variable and then print that variable, or put the calls to chargeFees() inside a println(). All the changes for this are in the client, NOT in the Account class. ).