



Membuat class dan variable yang sesuai pada

```
/**
 * Constructor for objects of class Teller
 */
public Teller()
{
    // [access modifier] [static] [return type] [Jbank] {
    //return [return value];

    x = 0;
}
```

Return variable nya 0

```
/**
 * Constructor for objects of class Teller
 */
public Teller()
{
    // [access modifier] [static] [return type] [Jbank] {
    //return [FALSE];

    x = 0;
}
```

Return value diganti dengan Boolean FALSE