

Classes Challenge Exercise

So in the previous videos, we've been talking about classes.

So it's challenge time. I want to challenge your understanding of the previous videos.

So here's what I want you to do.

Object Oriented Challenge

Create a new class for a bank account.

Create fields for account characteristics like:

- account number
- account balance
- customer name
- email
- phone number

Object Oriented Challenge

Create getters and setters for each field.

Create two additional methods:

- one for depositing funds into the account
- one for withdrawing funds from the account

Object Oriented Challenge

A customer should not be allowed to withdraw funds, if that withdrawal takes their balance negative.

Create a new project called ClassesChallenge, with the usual Main class with the usual main method.

You'll create an instance of an Account class, and then test your withdraw and deposit methods.

You'll print information to the console, that confirms what the balance is after the methods are called.

Object Oriented Challenge

You want to make this class encapsulated, so you'll make all your attributes private, and set up getter and setter methods for your attributes.

In addition, you'll have two behavioral methods, for depositing funds, and withdrawing funds.

In addition to this class, you'll set up a Main class, with a main method, that creates at least one instance of the Bank Account class, and simulates depositing and withdrawing money from the account.