

31/07/24

BANK APPLICATION USING ENUM KEYWORD

```
enum AccountType{

    SAVINGS,

    CURRENT,

    FIXED_DEPOSIT
}

class BankAccount{

    private String accountNumber;

    private double balance;

    private AccountType accountType;

    public BankAccount(String accountNumber,double balance,AccountType accountType){

        this.accountNumber=accountNumber;

        this.balance=balance;

        this.accountType=accountType;

    }

    public void deposit(double amount){

        balance+=amount;

        System.out.println("Deposited: "+amount);

    }

    public void withdraw(double amount){

        if (balance>=amount){

            balance-=amount;

            System.out.println("Withdrawn: "+amount);

        } else{
```

```
        System.out.println("Insufficient balance");
    }
}

public void displayDetails(){
    System.out.println("Account Number: "+accountNumber);
    System.out.println("Account Type: "+accountType);
    System.out.println("Balance: "+balance);
}
}

public class BankApplication{
    public static void main(String[] args){
        BankAccount account=new BankAccount("123456789",1000.0,AccountType.SAVINGS);
        account.deposit(500.0);
        account.withdraw(200.0);
        account.displayDetails();
    }
}
```

Output

```
java -cp /tmp/v0pmtWy9u7/BankApplication
```

```
Deposited: 500.0
```

```
Withdrawn: 200.0
```

```
Account Number: 123456789
```

```
Account Type: SAVINGS
```

```
Balance: 1300.0
```

```
=== Code Execution Successful ===
```