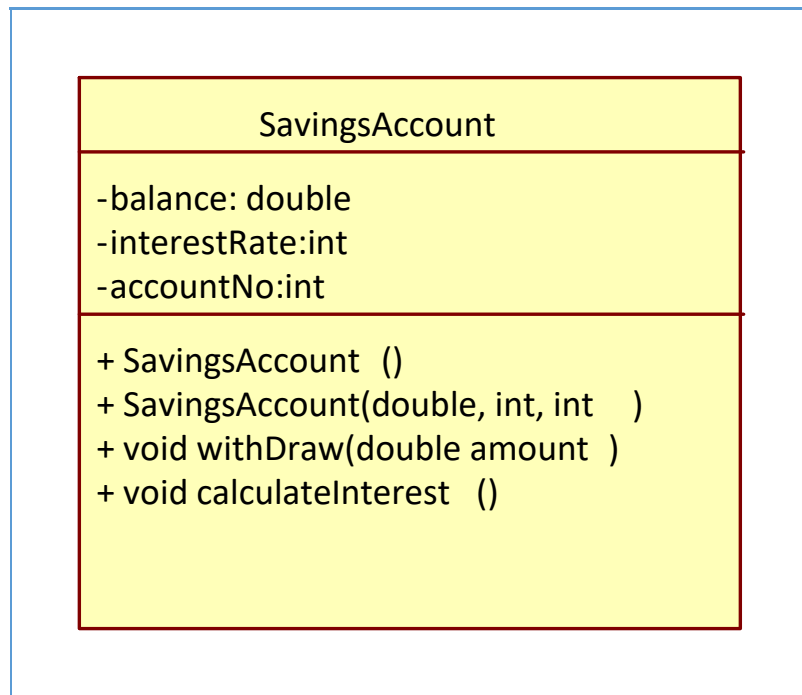


Implement below given class diagram. Invoke constructor and methods of this class by creating appropriate object in main method.



Implement the with Draw(double amount) method: If amount is greater than balance then display error message; otherwise debit amount from balance and display the message “successfully withdrawn” + amount

Implement the calculate Interest() method: calculation of simple interest for the balance maintained in the saving account.

Program:



Output:

```
package oops;
```

```
public class SavingsAccount {
    double balance;
    int interestRate;
    int accountNo;

    SavingsAccount(){}

    SavingsAccount(double balance, int interestRate, int accountNo){
        this.balance = balance;
        this.interestRate = interestRate;
        this.accountNo = accountNo;
    }

    void withdraw(double amount) {
        if(amount > this.balance) {
            System.out.println("Error");
        }
        else {
            this.balance -= amount;
            System.out.println("Successfully withdrawn " + amount);
        }
    }

    void calculateInterest() {
        System.out.println((this.balance * this.interestRate * 1)/100);
    }

    public static void main(String[] args) {
        SavingsAccount s1 = new SavingsAccount();
        s1.balance = 30.0;
        s1.interestRate = 18;
        s1.accountNo = 1;

        s1.withdraw(50);
        s1.withdraw(20);
        s1.calculateInterest();

        SavingsAccount s2 = new SavingsAccount(50.0, 7, 1);
        s2.withdraw(50);
        s2.withdraw(20);
        s2.calculateInterest();
    }
}
```



Output:

```
Error  
Successfully withdrawn 20.0  
1.8  
Successfully withdrawn 50.0  
Error  
0.0
```