

Inheritance exercises

Object Oriented Programming



SoftEng
<http://softeng.polito.it>

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Book Shop

- Your program defines two classes: one for ordinary books (**Book**), and another for the special editions (**SpecialEdition**). Each **Book** has an associated **SpecialEdition**
- **Book** represents a book that holds a **title**, **author** and **price**. The class defines getters and setters methods
- **SpecialEdition** represents a special edition that holds the same properties as any **Book**, but its price is always 30% higher. The class defines getters and setters methods
- Use the **Scanner** to read user inputs and add three books in the Main class

Bank Accounts

- Your program defines four classes corresponding to four types of bank accounts: **basic**, **premium**, **gold**, **platinum**
- **Basic**: fee: 10 or 10%, no interest, no minimum balance
- **Premium**: fee: 10 or 10%, 1.5% interest, 100 minimum balance (or 3 % of penalty)
- **Gold**: fee: 10 or 10%, 4% interest, 250 minimum balance (or 5 % of penalty)
- **Platinum**: fee: 10 or 10%, 7% interest, 500 minimum balance (or 7 % of penalty)
- Each account has an associated **name**, **surname**, **initial balance** and credit cards **transactions**
- The **BankManager** class keeps track of all the available bank accounts and compute the balance, fees, interests and penalties at the end of the month