

OBJECT ORIENTED PROGRAMING CONCEPTS USING METHODS

OBJECTIVE: Students will gain experience using methods and setting parameter/argument lists

1. *Create a class called BankAccount_yourName save it as BankAccount_yourName*
 - a. *It will be a generic simple type of BankAccount (not Checking, not Savings just BankAccount)*
2. *BankAccount will contain variables to store:*
 - a. *the owner/owners of the account (owner is of type Person object)*
 - b. *accountBalance*
 - c. *it may contain other basic information (up to you)*
3. *BankAccount will contain methods that will allow you to:*
 - a. *Set the account owners information (this method will create a person object)*
 - b. *Deposit money (does the math to calculate the balance)*
 - c. *Withdraw money (does the math to calculate the balance)*
 - d. *Print out transactions (think more like an atm ...each time an action is taken it gets printed)*
4. *BankAccount will contain its own main()*
 - a. *Create one BankAccount_yourName object named richGuy*
 - i. *Call all of the methods declared in the class*
 - b. *Create a second object of type BankAccount_yourName and call it poorGuy*
 - c. *User the Scanner object and its methods to allow end user keyboard input*

HINTS:

1. *Make sure you save Person and BankAccount in the same folder.*
2. *Don't forget to import java.util.Scanner;*
3. *Add comments to your code*
4. *We will use this code for a couple of weeks and add to it.*