Bank Account Lab Part 2 (Spring 2018)

**OBJECTIVE**: To demonstrate the concepts of Method Overloading and Inheritance in code

**METHOD OVERLOADING**

1. In your code BankAccount\_yourName include a method that uses method overloading:
   1. Analyze your code to find a method that could process extra information
      1. Ex: setInfo() may take in a Person’s info, balance and bank ID or a Boolean that returns if it is a joint account

**INHERITIANCE**

1. Create a class named Savings\_yourName
   1. The code should extend BankAccount\_yourName
   2. Declare a variable specific to Savings
      1. EX: interestRate;
   3. Declare and define two method that setInterestRate(), and getInterestRate()
2. Create a class name Checking\_yourName
   1. The code should extend BankAccoun\_yourName
   2. Declare a variable specific to Checking
      1. EX: bouncedCheckFee
   3. Declare and define two methods that setFee() and getFee()

**“HAS A” RELATIONSHIP**

1. Create a class called Teller\_yourName
2. Teller should have 1 method called generateAccounts()
   1. In this method you will create the following objects
      1. BankAccount richGuy
         1. Call all of the methods defined in the BankAccount class (pick 1 of the overloaded methods
      2. BankAccount poorGuy
         1. Call all of the methods defined in the BankAccount class (pick the other overloaded methods
      3. Savings cheapGuy
         1. Call all of the methods for the Savings object including those inherited from BankAccount
      4. Checking bigSpender
         1. Call all of the method for the Checking object including those inherited from BankAccount
3. In the main method create a Teller object
4. Call the method generateAccounts() for the Teller object