Account

Topics: class

Program Description

Suppose you are hired by a small bank to write a program that keeps track of customer's accounts.

Write a class `Account`, which contains the following variables and methods
- `int numAccount`: the number of accounts that have been created so far, initialized to 0
- `String name`: owner's name
- `double balance`: account's balance
- Question: Which variable(s) should be `static` and why?

- `Account(String name)`: increments the number of accounts, records customer's name, and sets balance to 0
- `Account(String name, double balance)`: increments the number of accounts, records customer's name and sets balance as specified
- `void deposit(double amount)`: adds `amount` to the account
- `boolean withdraw(double amount)`: if there is enough balance, subtracts `amount` from it and returns `true`; otherwise, returns `false`
- `public String toString()`: returns a String containing owner's name and balance

Testing

- Name your file Account.java
- Your program should be properly commented
- The driver class TestAccount.java is provided. DO NOT modify this file.

Output

```
1 Aby Alan: 500.0
2 Ben Bowe: 0.0
3 Cho Cohn: 500.0
------------------------------ true:true false:false
4 Dan Davi: 500.0
5 Eve Edna: 0.0
6 Fin Faur: 500.0
```