Assignment-3

Mastering Advanced Java with Object-Oriented Programming

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Problem statement 3:

Design a Java program illustrating the concept of encapsulation. Create a class "BankAccount" with private attributes like balance and methods for deposit and withdrawal, ensuring encapsulation principles are followed.

Code:

BankAccount class

```
class BankAccount {
   private double balance;
   BankAccount(double initialBalance) {
       this.balance = initialBalance;
    public void deposit(double amount) {
       if (amount > 0) {
           balance += amount;
           System.out.println(amount + " deposited successfully.");
           System.out.println(x:"Invalid amount for deposit.");
   public void withdraw(double amount) {
       if (amount > 0 && amount <= balance) {
           balance -= amount;
           System.out.println(amount + " withdrawn successfully.");
       } else {
           System.out.println(x:"Insufficient funds or invalid amount for withdrawal.");
    public double getBalance() {
       return balance;
```

The **BankAccount** class encapsulates the **balance** attribute and ensures that it cannot be accessed directly from outside the class.

getBalance() getter is provided to ensure encapsulation.

Testing:

```
public class Main {
    Run|Debug
public static void main(String[] args) {
    BankAccount account = new BankAccount(initialBalance:1000);

account.deposit(amount:500);
    account.withdraw(amount:200);

account.withdraw(amount:1500);

System.out.println("Current Balance: " + account.getBalance());
}
```

Input:

initialBalance: Integer

amount: Integer for withdraw() or deposit() methods

Output:

```
500.0 deposited successfully.
200.0 withdrawn successfully.
Insufficient funds or invalid amount for withdrawal.
Current Balance: 1300.0
```