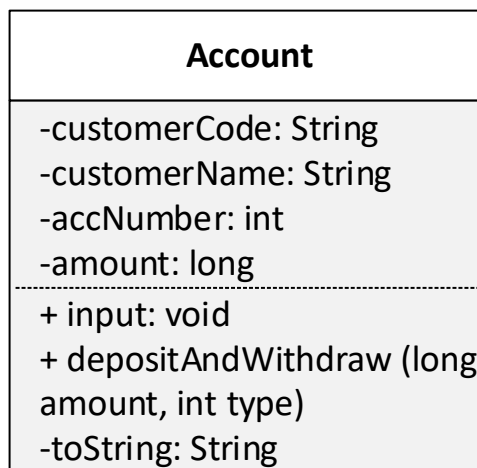


Application Development Fundamentals-I - Practical Exam Paper

Duration: 60 minutes / Total Marks: 17.5

Below is UML for class named *Account*

(notes: maybe need to change long amount to long money in method depositAndWithdraw)



Instance variables

customerCode is customer identifier, customerName is customer name, accNumber is account identifier, and amount is account balance

Methods

Input(): method to get user input from console.

depositAndWithdraw(long money, int type): method to make a deposit or withdrawal from bank account.

- *type* = 0 then this is bank deposit to add the amount of *money* to bank account. The amount of *money* must be a positive number
- *type* = 1 then this is bank withdrawal to subtract the amount of *money* from the account balance. The amount of *money* must be greater than 0 and less than *amount*. If it fails, then show error message or “non- sufficient funds” message.

toString(): method to return a string that joins all instance variables separated by a whitespace.

Your task is to write a program to

- Create an object Account
- Ask user to input account details. *customerCode* must be 5 characters long. *accNumber* must be a positive number with 6 digits and starts with '100'. And default value for *amount* is 0. If any validations fail, user must input again that field.
- Ask user to whether deposit or withdraw money from bank account, and the amount of money for the transaction.
- Print account details using toString() method

<i>Application Development Fundamentals-I</i>	
06.0	Create class Account
01.5	Write a program having main method
01.5	Create an object
03.0	Ask user to input account details
03.5	Ask user to deposit or withdraw money
02.0	Print account details
17.5	Total Marks