OOP Lab 6.



Objectives

- Working with static members
 - Static attributes
 - Static methods
- Working with constants (static final)
- Using blank final attributes (final)

Create a Project/Module with 2 packages:

- lab6 1
- lab6 2

Each exercise has its own package and Main class (main method).

Exercise 1.

Structure:

- lab6 1
 - o Main
 - o BankAccount
 - o Customer
 - o Bank

a. BankAccount class

In this exercise you have to modify the BankAccount class in order to generate the accountNumber. This number should be unique!

- Copy the BankAccount class from the previous week and modify according to the diagram shown in Fig. 1:
- Modify the attribute accountNumber (Add the final modifier!)

private final String accountNumber;

• Add a String **constant** to the class to represent the prefix of each account:

public static final String PREFIX = "OTP";



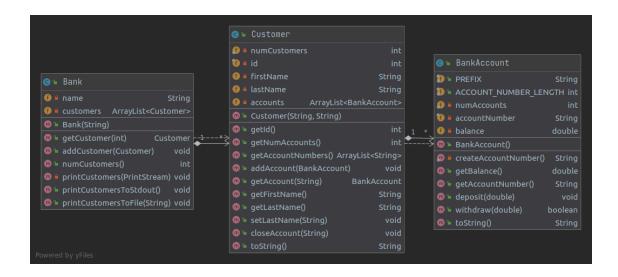


Fig. 1. Class diagram Exercise 1

You will need an extra static field to count the number of created accounts.

```
private static int numAccounts = 0;
```

 You will need another constant to represent the length (number of characters) of an account number.

```
public static final int ACCOUNT_NUMBER_LENGTH = 10;
```

 Create a private method (helper method) that generates the correct accountNumber for the current object. For example: the 1st accountNumber should be: "OTP0000001", the 2nd "OTP0000002", and the 100th "OTP0000100"

```
private static String createAccountNumber()
```

Modify the constructor of the class:

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```
public BankAccount() {
    ++numAccounts;
    this.accountNumber = createAccountNumber();
}
```

- Test the BankAccount class (main method):
 - Create an ArrayList of BankAccounts.
 - Add 150 accounts to the ArrayList and print it to the standard output.

b. Customer class

You should modify the Customer class (from lab4_2) to include a unique id for each customer.

- Copy the Customer.java file from lab4 2 to lab6 1 package.
- Add a blank final id attribute and initialize it properly in the constructor. The id should have values starting from 1.
- Generate a getter method for the id attribute.
- Create a getAccountNumbers which returns a list containing the account numbers of the current customer.
- Modify the toString method in order to include the value of the id attribute.
- Test the Customer class (main method): create an ArrayList of customers, add 3
 customers each having at least one account, then print it to the standard output.

c. Bank class

- Create a Bank class. Each bank has a name and a list of customers. Implement the class according to the diagram shown in Fig. 1.
- Create a getCustomer method that returns the customer having the id equal to customerId

public Customer getCustomer(int customerId)

• Create a general printCustomers method which prints the customers to a stream. This method is **private**.



You will be able to call these two methods from outside of the class!

```
public void printCustomersToStdout() {
    printCustomers( System.out );
}

public void printCustomersToFile( String filename ) {
    try {
        printCustomers( new PrintStream(filename ));
    } catch (Exception e) {
        e.printStackTrace();
    }
}
```

- Test the Bank class (main method):
 - Create a bank with the name OTP
 - Add two customers to the bank
 - Add two accounts to each customer
 - o Print the customer having id equal to 1 to the standard output
 - Deposit some amount of money in each of the accounts. Get the customer from the bank object, then get the account from the customer object.
 - o Print the customer having id equal to 2 to the standard output
 - Print the customers of the bank to a file (e.g. bank_customers.csv)



Exercise 2.

Create a Matrix class and implement it according to the diagram shown in Fig.2.

Make sure the copy constructors make deep copies of their parameters!



Fig. 2. Matrix class

• Test your class (Main class, main method)! You may use the following code snippets.

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```
Matrix m1 = new Matrix(2, 3);
m1.fillRandom(1,2);
System.out.println("m1: ");
m1.printMatrix();
System.out.println();
Matrix m2 = new Matrix(2, 3);
m2.fillRandom(1,2);
System.out.println("m2: ");
m2.printMatrix();
System.out.println("Sum: m1 + m2");
Matrix.add(m1, m2).printMatrix();
Matrix m3 = new Matrix(3, 4);
m3.fillRandom(0, 1);
System.out.println("m3: ");
m3.printMatrix();
System.out.println("Product: m1 * m3");
Matrix.multiply(m1, m3).printMatrix();
System.out.println("Transpose(m3)");
Matrix.transpose( m3 ).printMatrix();
```