

Assignment 1 (due 11 pm, Mar. 17, 2016)

Note :

1. This is an individual assignment. Please do submit your answer through LMS individually.
2. The answer is expected to be written in word file with file name hw1\_ID\_name.doc. For example, hw1\_12345678\_chinya.doc
3. If you work with others for this assignment, please put their names in the beginning of your answer.
4. No copy !

Q1: Design an ATM (automatic teller machine) program with object oriented approach according to ADT. (5 pts)

For example:

Consider a class than can represent an ATM base on its properties and actions

The properties and actions for an account

Properties:

- a. Account balance
- b. Account number

Actions:

- a. Withdraw cash
- b. Deposit cash
- c. Check account balance
- d. Check account number

Then, how will your class look like, and explain why you design in that way

You can refer the implementations on line for sure !

Q2: Explain the relation of an object to a class. (3 pts)

Q3: What are the advantages using ADT. (2 pts)