

CSE 135.1: Computer Programming Language II

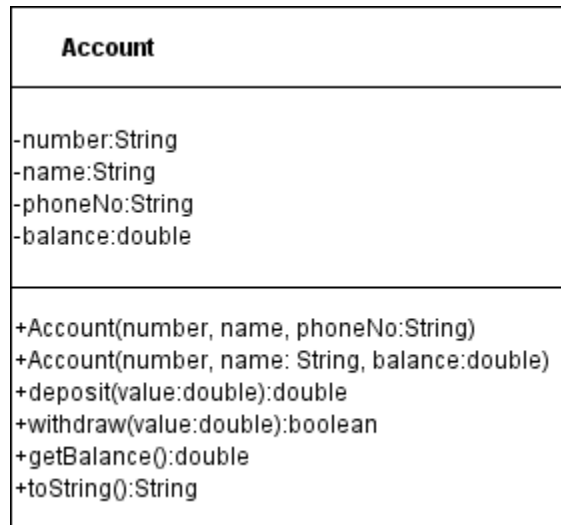
Quiz – 3

Marks – 20, Time – 25 Minutes

Name:

ID:

1. Define a Java class according to the UML class diagram given below. Define mutator/accessor methods for phoneNo attribute. The methods given in the UML diagram are self-explanatory. The withdraw() method returns false when an account does not have enough balance. [10]



2. Declare an object named, a1 of class Account defined above and initialize with these attributes {"123", "Nimo", 100.0}. [3]
3. Declare an array of objects (for example, accounts) of Account class with size 3; also create 3 array elements. [3]
4. What are the significances of a static variable? Explain with an example. [4]