## 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]

## -number:String -name:String -phoneNo:String -balance:double +Account(number, name, phoneNo:String) +Account(number, name: String, balance:double) +deposit(value:double):double +withdraw(value:double):boolean +getBalance():double +toString():String

- 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]