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## Assignment - 1

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Code :-

CSA 0914

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- ① Implement a class Account. An account has
- ⇒ a balance
  - ⇒ functions to add
  - ⇒ and withdraw money,
  - ⇒ And a function to inquire the current balance.

② Pass a value into a constructor to set an initial balance.

③ If no value is passed, the initial balance should be set to \$0.

④ charge a \$5 penalty if an attempt is made to withdraw more money than available in the account.

⑤ Enhance the Account class to compute interest on the current balance.

Sol:- Class Account {

    double balance;

    Account(double initialBalance) {

        balance = initialBalance;

    }

    Account () {

        balance = 0;

    }

```

void deposit(double amount) {
    if (amount > 0) {
        balance += amount;
        System.out.println("Amount deposited: $" + amount);
    }
}

void withdraw(double amount) {
    if (amount <= balance) {
        balance -= amount;
        System.out.println("Amount withdrawn: $" + amount);
    }
    else {
        balance = 55;
        System.out.print("Insufficient balance $5 penalty charged");
    }
}

void checkBalance() {
    System.out.println("Current balance: $" + balance);
}

void addInterest(double rate) {
    double interest = balance * rate / 100;
    balance += interest;
    System.out.println("Interest added: $" + interest);
}

public class main {
    public static void main(String[] args) {
}

```

```

Account acc1 = new Account(100);
acc1.deposit(50);
acc1.withdraw(30);
acc1.withdraw(200);
acc1.addInterest(10);
acc1.checkBalance();
Account acc2 = new Account();
acc2.checkBalance();
}

```

② Write a class called Triangle that can be used to represent a triangle. It should include the following methods that return Boolean values indicating if the particular property holds:

- => isRight (a right triangle)
- => isScalene (no two sides are the same length)
- => isIsosceles (exactly two sides are the same length)
- => isEquilateral (all three sides are the same length).

Sol:-  
Class Triangle {

    double a, b, c;

~~-Triangle (double side1, double side2, double side3) {~~

~~a = side1;~~  
~~b = side2;~~  
~~c = side3;~~  
~~}~~

    boolean isRight () {

        return (a\*a + b\*b == c\*c) ||

$a^*a + c^*c = b^*b$ ) ||

$(b^*b + c^*c = a^*a)$ ;

boolean ~~isScalene~~ => { isScalene() {

return (a != b && b != c && a != c);

}

boolean ~~isIsosceles~~ => { isIsosceles() {

return ((a == b && a != c) || (a == c && a != b) ||  
(b == c && b != a));

}

boolean ~~isEquilateral~~ => { isEquilateral() {

return (a == b && b == c);

at 693 } at 693 }

public class Mainf2

public static void main (String args[]) {

Triangle t = new Triangle (3, 4, 5);

System.out.println ("Is Right Triangle ? " + t.isRight());

System.out.println ("Is Scalene ? " + t.isScalene());

System.out.println ("Is Isosceles ? " + t.isIsosceles());

System.out.println ("Is Equilateral ? " + t.isEquilateral());

}