**CM 1601 Programming Fundamentals**

**Tutorial 6**

1. Implement a **Person** class that maintain the name, gender, and age information. Declare a *constructor* to initialize the data. Declare methods to get name, gender, and age.
2. Create a java class called **Student**. Add a private variable called *name* inside the class. Create two public methods called getName() and setName() to return and assign a value respectively to the declared *name*. Add a *demo* class called **Test**. Create a student object inside the Test class. Assign a name to the created Student object and return it in the console output.
3. Write a program to convert Euro to Sterling. The conversion should be done inside a separate method which takes Euro amount as input and returns Sterling amount as output. You may accept user inputs, process, and display the result. (Conversion rate: EUR \* 0.9)
4. Create a class called **Account** where you have a holder name, account number, account type and current balance. Use appropriate data types for attributes as you see fit. Implement a constructor to initialize Account objects. Implement methods to handle behaviors such as *depositing*, *withdrawing*, and *checking balance*.
5. Create a class called **AccountTest** with the main method. Prompt the user for holder name, account number, account type and initial balance to create an Account object from the Account class created in question 4.