



Object Oriented Programming

Assignments

1. Design a Bank Account Management System using Java OOP principles.

Requirements

Create class BankAccount

Private variables:

accountNumber

accountHolderName

balance

Static variable:

bankName

Use a parameterized constructor

Implement methods:

deposit(double amount) → amount > 0

withdraw(double amount) → balance ≥ ₹1000

getBalance()

displayAccountDetails()

Create Test class with main() method

Create at least two accounts

Perform deposit and withdrawal operations

Assignments

2. Develop a system to manage student marks and grades.

Requirements

Class Student

Private variables:

rollNo

name

marks

Validate marks (0–100)

Calculate grade:

$\geq 75 \rightarrow A$

$60-74 \rightarrow B$

$40-59 \rightarrow C$

$<40 \rightarrow \text{Fail}$

Display result

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THANK YOU!!
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