Given the following class diagram in Figure X, sample of output in Figure X, and the description of class methods in Table X. Answer all questions in this part.

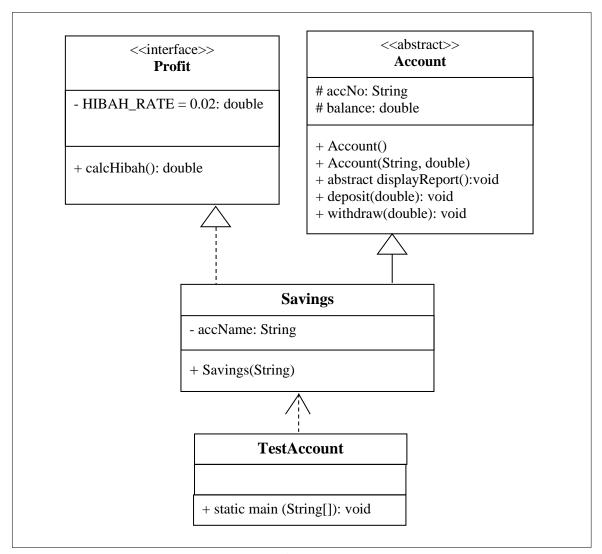


Figure X

Write a complete Java program that contains classes as shown in Figure X. The description of the classes as below:

- i. The Account class which is an abstract class that contains two instance variables i.e. accNo represents customer account bank number and balance represents current balance in customer account; and five methods including two overloading constructors and one abstract method.
  [10 Marks]
- ii. The **Profit** interface contains a constant variable i.e. **HIBAH\_RATE** represents the hibah rate (Definition Hibah = Gift, donation); and an abstract **calcHibah** method.

- iii. The Savings class which represents customer saving account that inherits Account class and implements Profit interface. The Savings class enables the customer to make deposit and withdraw transactions to their account. The Savings class contains one instance variable i.e. accName that represents customer name and one constructor.

  [6 Marks]
- iv. The **TestAccount** class represents the application program that contains the **main()** method. The main method should do the following: [12 Marks]
  - a) Instantiates an object of class Savings with the account holder name "Ahmad".
  - b) The do...while loop will display the following bank transaction menu:

```
******** BANK ACCOUNT MENU *******

1. Savings Account Deposit
2. Savings Account Withdrawal
3. Display Report
4. Exit

Please enter your choice (1-4):
```

- c) The switch-case choice or any selection tool to perform:
  - i. 1 Ask the user to enter amount of deposit and call **deposit()** method.
  - ii. 2 Ask the user to enter amount of withdraw and call withdraw() method.
  - iii. 3 call displayReport() method.

Table X

Method	Description
Account()	A superclass default-constructor that initializes instances variables with
	"" and 0.00, respectively.
Account (String,	A superclass parameterized-constructor that receives account number of
double)	type String and account balance of type double, and initializes the
	instances variables with the received values.
Savings (String)	A subclass constructor which receives customer name. This constructor
	will call the superclass constructor to initialize the inherited instance
	variables with ("001", 2000.00) and then initialize its own instance
	variable with the received value.
calcHibah()	An overridden Saving class method which calculates monthly hibah
	earned (balance * HIBAH_RATE), update current account balance
	with hibah earned and then return the value of hibah earned of type double.
displayReport()	An overridden Saving class method which will call calcHibah
	method. Then display the earned hibah and ending balance of the account.
withdraw()	An Account class method that will check the condition of the current
	balance before processing the withdrawal transaction. If
	(request_amount < 0, then print the appropriate message) or if (balance –
	request_amount < 0, print the appropriate message) or if there is enough
	money in the account, then withdraw the requested amount and update
	the balance value (balance - amount).

```
****** BANK ACCOUNT MENU ******
1. Savings Account Deposit
2. Savings Account Withdrawal
3. Display Report
4. Exit
Please enter your choice (1-4) : \underline{1}
Enter amount to deposit: 20.00
Please insert your cash.
Deposit accepted.
Your current balance is RM2020.00
****** BANK ACCOUNT MENU ******
1. Savings Account Deposit
2. Savings Account Withdrawal
3. Display Report
4. Exit
Please enter your choice (1-4) : 2
Enter amount to withdraw: 50.00
Please take your cash.
Your current balance is RM1970.00
****** BANK ACCOUNT MENU ******
1. Savings Account Deposit
2. Savings Account Withdrawal
3. Display Report
4. Exit
Your choice, please: (1-4) : 3
Monthly Hibah Earned: RM39.40
Ending Balance: RM2009.40
***** BANK ACCOUNT MENU ******
1. Savings Account Deposit
2. Savings Account Withdrawal
3. Display Report
4. Exit
Please enter your choice (1-4) : \underline{4}
Press a key to continue...
```

 $Note: The \ underlined \ words \ are \ the \ input \ entered \ by \ the \ user \ from \ the \ keyboard.$ 

Figure X: Sample Output