

Exercise 4.2
Creating your own Class

Name	Score
Course & Year	Date

Preparation:

1. Create a new Java program then name it as `Account` .

Tasks:

Crate the equivalent class of the Class Diagram given below.

Account
<code>-id:String</code> <code>-name:String</code> <code>-balance:int =0</code>
<code>+Account()</code> <code>+Account(id:String, name:String)</code> <code>+Account(id:String, name:String, balance:int)</code> <code>+setId(id:String):void</code> <code>+setName(name:String):void</code> <code>+setBalance(balance:int):void</code> <code>+getId():String</code> <code>+getName():String</code> <code>+getBalance():int</code> <code>+credit(amount:int):int</code> <code>+debit(amount:int):int</code> <code>+transferTo(another:Account, amount:int):int</code>

Where:

- `credit` method shall add amount to balance, return balance
- `debit` method shall return balance
if the amount is less than or equal to balance then subtract amount from balance, otherwise print a fixed text “Amount Exceeded”
- `transferTo` method shall return balance
if the amount is less than or equal to balance then transfer amount to the given Account, otherwise print a fixed text “Amount Exceeded”

Required files to be submitted:

1. Source-code or Java file of the program [E42Taborda.java]
2. Screenshot of your source-code and running program.[SS42Taborda1.png]
[SS42Taborda2.png]...
3. Submit your output in compressed file. [Taborda-Exercise4.2]