

SE IT Java SLB Lab Experiment Writing Instructions

Experiment No : 02

Aim: To Implementat various banking operations using a menu driven java program.

Theory: (Read: https://www.tutorialspoint.com/java/pdf/java_object_classes.pdf)

Read the above online tutorial and based on the concepts explain Classes, Objects, Constructors, Methods within 1 and 1/2 page summary of tutorial.

Problem Statement: (Copy this Problem Statement)

Write a Menu driven program in java to implement simple banking application. Application should read the customer name, account number, initial balance, rate of interest, contact number and address field etc.

Application should have following methods.

1. createAccount()
2. deposit()
3. withdraw()
4. computeInterest()
5. displayBalance()

Algorithms: Write algorithm for all 5 methonds present in bankDetails class in code.

Bug finding Excersize:

As part of this experiment we will focus on the Module 1 code in git hub repository named as BankingApp.java This code creates a small banking applications with various menu.

As part of working you should copy code to local machine, compile it using instruction given earlier and execute it. While executing make sure that you try all the operations that are available and one by one test every menu, with a keen look at finding a logical bug in the code.

As you complete above task you must uncover at least 2 logical bugs, and explain them here in your known words. Suggest which changes can remedy thess mistakes.

Next try to fix the code by implementing the changes and executing the code again. If you feel all is well with the code mention the same too.

Implementation Code: (write your final code with typed/copied output at the end of it showing working of all case her)

Conclusion: Thus we have Implemented a menu driven sample banking application using java program.