



**Islington college**  
(इस्लिंग्टन कॉलेज)

## **CS4001NI Programming**

**30% Individual Coursework**

**2022-23 Autumn**

**Student Name: Rounak Pradhan**

**London Met ID: 22066975**

**College ID: NP01NT4A220198**

**Group: L1N6**

**Assignment Due Date: Friday, January 27, 2023**

**Assignment Submission Date: Friday, January 27, 2023**

## Table of Contents

<b>1. Introduction.....</b>	<i>Error! Bookmark not defined.</i>
<b>1.1. Introduction of project .....</b>	<i>Error! Bookmark not defined.</i>
<b>1.2. Tools used in project .....</b>	<i>Error! Bookmark not defined.</i>
<b>2. Class Diagram.....</b>	<i>Error! Bookmark not defined.</i>
<b>2.1. Bankcard .....</b>	<i>Error! Bookmark not defined.</i>
<b>2.2. Debitcard.....</b>	<i>Error! Bookmark not defined.</i>
<b>2.3. Creditcard.....</b>	<i>Error! Bookmark not defined.</i>
<b>3. Pseudocode .....</b>	<i>Error! Bookmark not defined.</i>
<b>3.1 Pseudocode for Bankclass.....</b>	<i>Error! Bookmark not defined.</i>
<b>3.2. Pseudocode for Debitcard .....</b>	<i>Error! Bookmark not defined.</i>
<b>3.3. Pseudocode for Creditcard.....</b>	<i>Error! Bookmark not defined.</i>
<b>4. Method description .....</b>	<i>Error! Bookmark not defined.</i>
<b>5. Testing .....</b>	<i>Error! Bookmark not defined.</i>
<b>5.1 Test1 .....</b>	<i>Error! Bookmark not defined.</i>
<b>5.2 Test2 .....</b>	<i>Error! Bookmark not defined.</i>
<b>5.3 Test3 .....</b>	<i>Error! Bookmark not defined.</i>
<b>5.4 Test4 .....</b>	<i>Error! Bookmark not defined.</i>
<b>6. Error Detection and correction.....</b>	<i>Error! Bookmark not defined.</i>
<b>6.1. Syntax Error.....</b>	<i>Error! Bookmark not defined.</i>
<b>6.2. Semantic Error.....</b>	<i>Error! Bookmark not defined.</i>
<b>6.3. Logical Error .....</b>	<i>Error! Bookmark not defined.</i>
<b>Conclusion .....</b>	<i>Error! Bookmark not defined.</i>
<b>Appendix</b>	

**Table of figure**

Figure 1 of Blue j .....	3
Figure 2 of Ms-word .....	4
Figure 3 of draw.io .....	4
Table 1 Test1 .....	19
Table 2 Test2 .....	25
Table 3 Test3 .....	30
Table 4 Test4 .....	34

## 1.Introduction

### **1.1. Introduction of project**

The object-oriented Java concept is used in this project which is based on real world software scenario and involves designing a class to represent a Bank card. To represent a debit card and a credit card, respectively, along with its two subclasses. In this case, three classes Bank card, Debit card, and Credit card are created with Bank card serving as the superclass of the other two. Class, Object, Encapsulation, and Inheritance are the four principles of Object oriented programming that are applied here.

In three classes Bank card, Debit card, and credit card each class attributes are written in private access modifier. We only use getter and setter method to access attributes which directly denotes encapsulation principles. Super class and sub classes are example of Inheritance principle which also used.

### **1.2. Tools used in project**

To complete this project many tools are used some of them are listed below:

- Blue j
- Ms-word
- Draw.io

#### Blue j

A Blue j java program is one that was created using the Blue j development environment and written in the java programming language. The program can be made by starting a new project in Blue j and then adding one or more classes to it. These classes can contain methods and fields that define the programs behaviour and data. After the classes have been defined, they can be instantiated and their methods called to carry out the program's functionality. Blue j also offers a variety of debugging and testing capabilities, including the capacity to walk through the code, set breakpoints, and examine the values of variables. Additionally, Blue j enables you to interact with the program by constructing and manipulating objects belonging to the established classes, which can aid in your comprehension of how the program functions and the detection of any mistakes.



Figure 1 of Blue j

#### Ms-word

Microsoft Word is a word processing program that is frequently referred to as just Word. It is utilized for documentation creation, editing, and formatting and is a component of the Microsoft Office product line. Users using

word can generate documents with professional appearances, including letters, resumes, reports and more.



*Figure 2 of Ms-word*

### Draw.io

Users can create and edit diagrams, flowcharts, network diagrams, and other sorts of visual representations using the web-based diagramming tool draw.io. It is a free and open-source application for creating and sharing diagrams online, and it works with a variety of file formats, including Visio, Gliffy, and Lucidchart. Users can work together in real-time on diagrams, share them via links, or export them as images, PDFs, or other file types.

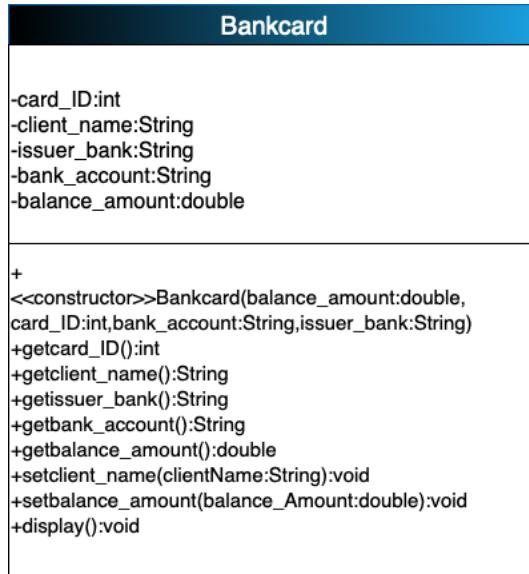


*Figure 3 of draw.io*

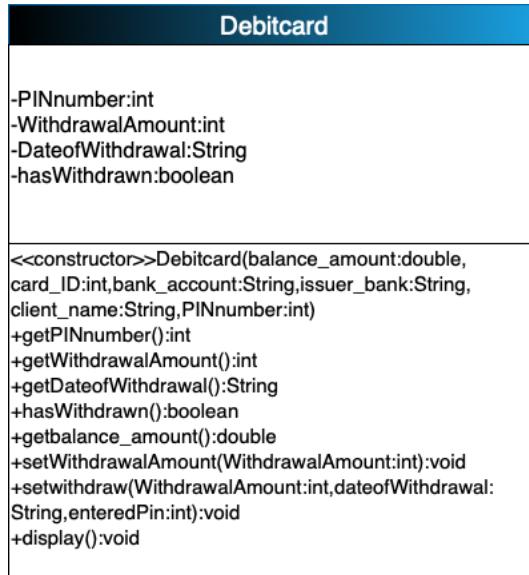
## 2. Class Diagram

In software engineering and object-oriented design, class diagrams are a sort of diagram that are frequently used to describe a system's structure by outlining its classes, interfaces, and constructor between them.

### 2.1. Bankcard



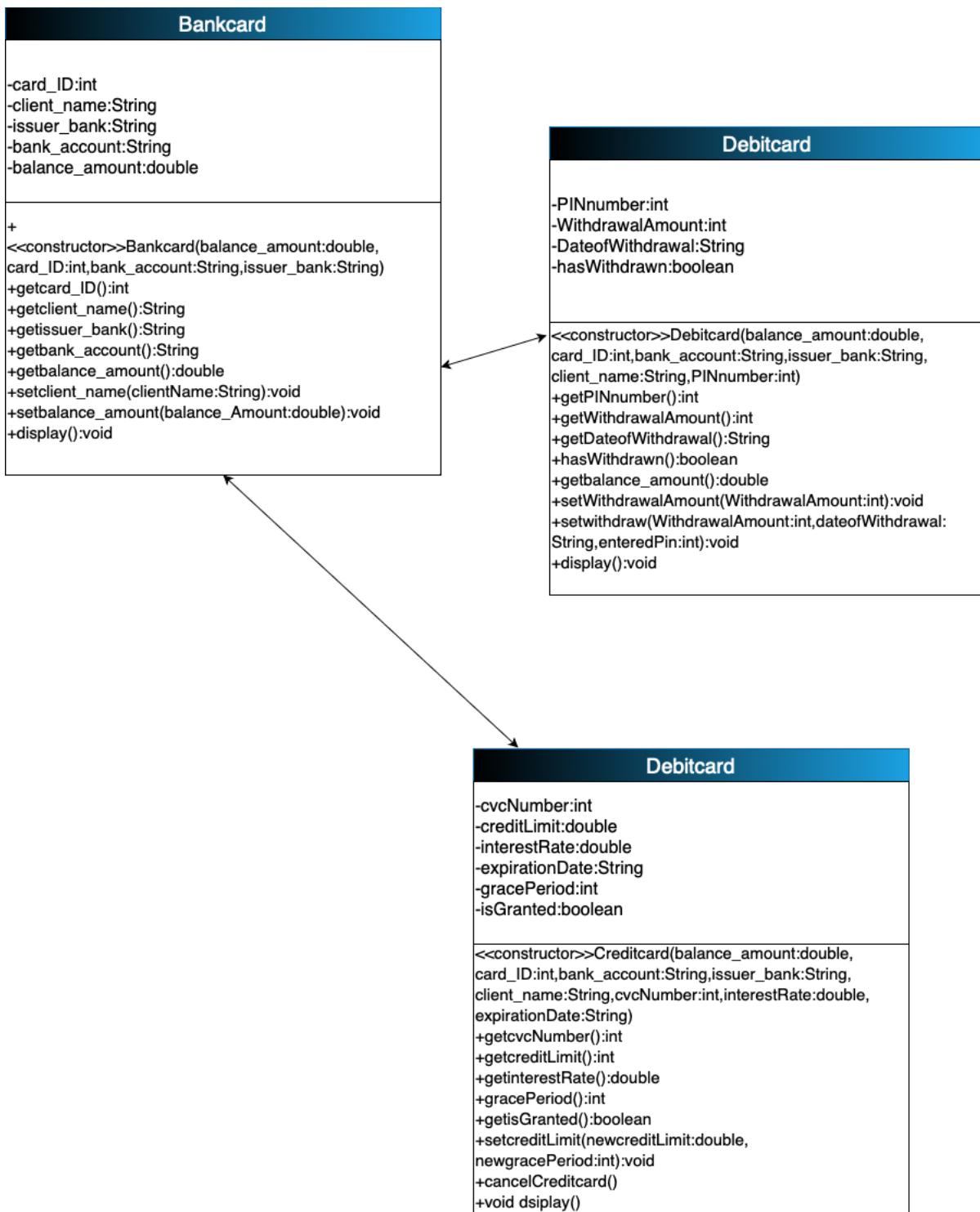
### 2.2. Debitcard



### 2.3.Credit card

Creditcard
<pre>-cvcNumber:int -creditLimit:double -interestRate:double -expirationDate:String -gracePeriod:int -isGranted:boolean</pre>
<pre>&lt;&lt;constructor&gt;&gt;Creditcard(balance_amount:double, card_ID:int,bank_account:String,issuer_bank:String, client_name:String,cvcNumber:int,interestRate:double, expirationDate:String) +getcvcNumber():int +getcreditLimit():int +getinterestRate():double +gracePeriod():int +getisGranted():boolean +setcreditLimit(newcreditLimit:double, newgracePeriod:int):void +cancelCreditcard() +void display()</pre>

Relationship between classes



### 3. Pseudocode

A type of informal high-level depiction of the logic of an algorithm or computer program is known as pseudocode. The logic of a program is described using a combination of normal language and programming language elements, but it is not executable code. Before any actual coding is done, pseudocode is frequently used to help plan and arrange the program's logic and structure during the early phases of development. It can also be used to describe and document the logic of already written programs.

#### 3.1. Pseudocode for Bankcard class

```
CREATE a class Bankcard as public  
  
DO  
    DECLARE an instance variable card_ID of int data as private  
    DECLARE an instance variable client_name of String data as private  
    DECLARE an instance variable issuer_bank as String data as private  
    DECLARE an instance variable bank_account as String data as private  
    DECLARE an instance variable balance_amount as double data as private  
  
CREATE a constructor which accepts five parameters double balance_amount int card_ID String  
bank_acount String issuer_bank  
  
DO  
    INITIALIZE the value to instance variable card_ID to card_ID  
    INITIALIZE the value of instance variable client_name to empty String  
    INITIALIZE the value of instance variable bank_account to bank_account  
    INITIALIZE the value of instance variable balance_amount to balance_amount  
  
END DO  
  
CREATE an instance getters method getcard_ID to return type int  
  
DO  
    RETURN the value of instance variable card_ID  
  
END DO  
  
CREATE an instance getter method getclient_name to return type String  
  
DO  
    RETURN the value of instance variable client_name  
  
END DO  
CREATE an instance getter method getissuer_bank to return type String
```

```
DO
    RETURN the value of instance variable issuer_bank
END DO

CREATE an instance getter method getbank_account to return type String

DO
    RETRUN the value of instance variable bank_account
END DO

CREATE an instance getter method getbalance_amount to return type double

DO
    RETURN the value of instance variable balance_amount
END DO

CREATE an instance setter methos setclient_name which accepts parameter String clientName
DO
    INITIALIZE the value of instance variable client_name to clientName
END DO

CREATE an instance setter method setbalance_amount which accepts parameter double
balance_Name

DO
    INITIALIZE the value of instance variable balance_amount to balance_Name
END DO

CREATE an instance method to display

DO
    DISPLAY card_ID
    IF      client_name is empty
        DISPLAY "Client name: Not assigned"
    ELSE
        DISPLAY "Client name"
    END IF
    DISPLAY issuer_bank
    DISPLAY bank_account
    DISPLAY balance_amount
END DO
END DO
```

### **3.2. Pseudocode for Debitcard**

CREATE a child class Debitcard which extends parent class Bankcard

DO

    DECLARE an instance variable PINnumber of int data type as private

    DECLARE an instance variable WithdrawalAmount of int data type as private

    DECLARE an instance variable DateofWithdrawal of String data type as private

    DECLARE an instance variable hasWithdrawn of Boolean data type as private

CREATE a constructor which accepts six parameters int Balance\_amount int card\_ID String bank\_account String Issuer\_bank String client\_name and int PINnumber

DO

    CALL superclass constructor with four parameters

    CALL setter method of client\_name with parameter from superclass

    INITIALIZE the value of instance variable PINnumber to PINnumber

    SET instance variable hasWithdrawn to false

END DO

CREATE an instance getter method getPINnumber of return type int

DO

    RETURN the value of instance variable PINnumber

END DO

CREATE an instance getter method getWithdrawalAmount of return type int

DO

    RETURN the value of instance variable WithdrawalAmount

END DO

CREATE an instance getter method getDateofWithdrawal of return type String

DO

    RETURN the value of instance variable DateofWithdrawal

END DO

CREATE an instance getter method gethasWithdrawn of return type Boolean

DO

    RETURN the value of instance variable hasWithdrawn

END DO

CRAETE an instance setter method setWithdrawlAmount which accepts parameter int WithdrawlAmount

DO

    INITIALIZE the value of instance variable WithdrawlAmount to WithdrawlAmount

END DO

CREATE an instance method withdraw which accepts parameters int withdrawalAmount String dateofWithdrawl int enteredPin

DO

    IF instance variable enteredPin equals to Pinnumber

        IF WithdrawlAmount is less than or equal to Balance\_amount of super class

            INITIALIZE the value of instance variable WithdrawlAmount to withdrawalAmount

            INITIALIZE the value of instance variable DateofWithdrawl

            UPDATE hasWithdrawn equals to true

    ELSE

        DISPLAY "Insufficient Balance"

    END IF

### **3.3. Pseudocode for Creditcard**

CREATE a child Debitcard which extends parent class Bankcard

DO

    DECLARE an instance variable cvcnumber of int data type as private

    DECLARE an instance variable creditLimit of double data type as private

    DECLARE an instance variable interestRate of double data type as private

    DECLARE an instance variable expirationDate of String data type as private

    DECLARE an instance variable gracePeriod of int data type as private

    DECLARE an instance variable isGranted of Boolean data type as private

CREATE a constructor which accepts eight parameters double Balance\_amount int card\_ID String bank\_account String Issuer\_bank String client\_name int cvcnumber double interestRate String expirationDate

DO

    CALL superclass constructor with four parameters

    CALL setter method of client\_name with its parameter from superclass

    INITIALIZE the value of instance variable cvcNumber to cvcNumber

    INITIALIZE the value of instance variable interestRate to interestRate

```
SET the value of instance variable isGranted to false
END DO

CREATE an instance getter method getcvcNumber of return type int
DO
RETURN the value of instance variable cvcNumber
END DO

CREATE an instance getter method getcreditLimit of return type double
DO
RETURN the value of instance variable creditLimit
END DO

CREATE an instance getter method getinterestRate of return type double
DO
RETURN the value of instance variable interestRate
END DO

CREATE an instance getter method getgracePeriod of return type int
DO
RETURN the value of instance variable gracePeriod
END DO

CREATE an instance getter method getisGranted of return type Boolean
DO
RETURN the value of instance variable isGranted
END DO

CREATE a setter method setcreditLimit which accepts two parameters: double newcreditLimit int newgracePeriod
DO
IF newcreditLimit is less than or equal to 2.5 times Balance_amount of superclass
    INITIALIZE the value of instance variable creditLimit to newcreditLimit
    INITIALIZE the value of instance variable gracePeriod to newgracePeriod
    UPDATE the value of isGranted to true
END IF

IF isGranted is false
    IF creditLimit is greater than 2.5 times Balance_amount of super class
        DISPLAY "Credit cannot be issued"
    END IF
END IF
```

```
END DO  
CREATE an instance void method cancelcreditcard  
DO  
    INITIALIZE the value of instance variable cvcNumber to 0  
    INITIALIZE the value of instance variable creditLimit to 0  
    INITIALIZE the value of instance variable gracePeriod to 0  
    UPDATE the value of instance variable isGranted to false  
END DO'  
CREATE an instance void method display()  
DO  
    CALL display method from superclass  
    DISPLAY value of instance variable cvcNumber  
    DISPLAY value of instance variable interestRate  
    DISPLAY value of instance variable expirationDate  
    IF the value isGranted  
        DISPLAY value of instance variable creditLimit  
        DISPLAY value of instance variable gracePeriod  
END IF  
END DO
```

#### 4. Method description

Java class behaviour is referred to as methods. Within the class, methods are constructed. By using methods, we may reuse the code without constantly retyping. Java methods may include a single constantly retyping. Java methods may include a single statement or a collection of statements. We can supply parameters also known as values or variables to this methods. The following terms should be used in the correct syntax when implementing methods: access modifier, method type, return type, method name, and parameters.

Methods which are created and used in the program are listed below:

Public Bankcard (parameters)

This particular kind of procedure is known as a constructor in the Bankcard class. When an object is created, a constructor is automatically executed. This constructor currently accepts four parameters in the corresponding data types of balance\_amount, card\_ID, bank\_account, and issuer\_bank.

Public int getcard\_ID()

In the Bankcard class this is the getter method for the card\_ID. A getter method is used to return an attribute's value; in this instance, the card\_ID attribute value is returned when the method is called. It uses the public access modifier for the int return type.

Public String getclient\_name()

This is the Bankcard class getter function for the client\_name attribute. The attribute client\_name value is returned when this method is executed or invoked. Its return type is String and its access modifier is public.

Public String getissuer\_bank()

This is the Bankcard class getter function for the issuer\_bank attribute. The attribute issuer\_bank value is returned when this method is called. Its return type is String and its access modifier is public.

Public String getbank\_account()

This is the Bankcard class getter function for the bank\_account attribute. The attribute bank\_account value is returned when this method is called. Its return type is String and its access modifier is public.

Public int getbalance\_amount()

This is the Bankcard class getter function for the balance\_amount attribute. The attribute balance\_amount value is returned when this method is called. Its return type is double and its access modifier is public.

Public int setclient\_name(parameter)

The setter function for client\_name in the Bankcard class is this. The client\_name input value is obtained from the user and assigned to an instance variable via the setter method. Here, a value is obtained from the user and supplied to the instance private variable client\_name as a parameter. It is written as having no return type, or void.

Public int setbalance\_amount(parameter)

The setter function for balance\_amount in the Bankcard class is this. Here, a value is obtained from the user and supplied to the instance private variable balance\_amount. It is written as having no return type, or void.

Public void display()

Thus, the statements with variables and values are displayed or printed according to the circumstances and our needs. The name and signature of this method are the same across all three classes. The show method has a number of these statements. It has the public access modifier and is type void.

Public Debitcard(parameters)

This particular kind of procedure is known as a constructor in the Bankcard class. When an object is created, a constructor is automatically called. This constructor accepts six inputs in their respective data types: balance\_amount, card\_ID, bank\_account, issuer\_bank, client\_name and PINnumber.

Public int getPINnumber()

This is the Debitcard class getter function for PINnumber. The PINnumber attribute value is returned in this scenario when this method is called since the getter method is used to return attribute values. It has a public access modifier on its int return type.

Public int getWithdrawalAmount()

This is the Debitcard class getter function for WithdrawalAmount. The WithdrawalAmount attribute value is returned in this scenario when this method is called since the getter method is used to return attribute values. It has public access modifier on its int return type.

Public String getDateofWithdrawal()

This is the Debitcard class getter function for DateofWithdrawal. The DateofWithdrawal attribute value is returned in this scenario when this method is called since the getter method is used to return attribute values. It has public access modifier on its String return type.

Public void withdraw(parameters)

The money is directly taken out of the client account using this way. WithdrawalAmount, DateofWithdrawal and PINnumber are all acceptable parameters for this procedure in their respective data types. The attribute hasWithdrawn is set to true if a valid PINnumber is entered and there is enough money to withdraw only that amount. The characteristics: balance\_amount is determined following Withdrawal.

Public Creditcard(parameters)

This particular class of procedure is known as a constructor in Creditclass. When an object is created, a constructor is automatically called. This constructor currently accepts eight parameters in their respective data types: card\_ID, client\_name, issuer\_bank, balance\_amount, cvcNumber, interestRate, and expirationDate. The values of the parameters balance\_amount, card\_ID and issuer\_bank are assigned to the super class constructor parameters inside of this constructor.

Public int getcvcNumber()

This is the Creditclass getter function for cvcNumber. When this method is called, the value of attribute cvcNumber is returned. getter methods are used to return attribute values. Its return type is an int with the public access modifier.

Public double getcreditLimit(0

This is the Creditclass getter function for creditLimit. When this method is called, the value of the attribute creditLimit is returned. Getter methods are used to return attributes values. Its return type is double with the public access modifier.

Public double getinterestRate()

This is the Creditclass getter function for interestRate. When this method is called, the value of the attribute interstRate is returned. Getter methods are used to return attribute values. Its return type is double with the public access modifier.

Public String getexpirationDate()

This is the Creditclass getter function for expirationDate. When this method is called, the value of the attribute expirationDate is returned. Getter methods are used to return attribute values. Its return type is String with the public access modifier.

Public int gracePeriod()

This is the Creditclass getter function for gracePeriod. When this method is called, the value of the attribute gracePeriod is returned. Getter methods are used to return attribute values. Its return type is itn with the public access modifier.

Public Boolean getisGranted()

This is the Creditclass getter function for isGRanted. When this method is called, the value of the attribute isGranted is returned. Getter methods are used to return attribute values. Its return type is Boolean with public access modifier.

Public void setcreditLimit()

This creditLimit is set using this way. This method accepts input from the user for the parameters creditLimit and gracePeriod in their respective data types. This method has a number of statements with if conditions. It is written as void since there is no return type.

Public void cancelcreditcard()

This method is to cancel the all credit details. Instance variables cvcNumber, creditLimit, and gracePeriod have their value changed to zero when this method is called, and isGranted has its values updated to false.

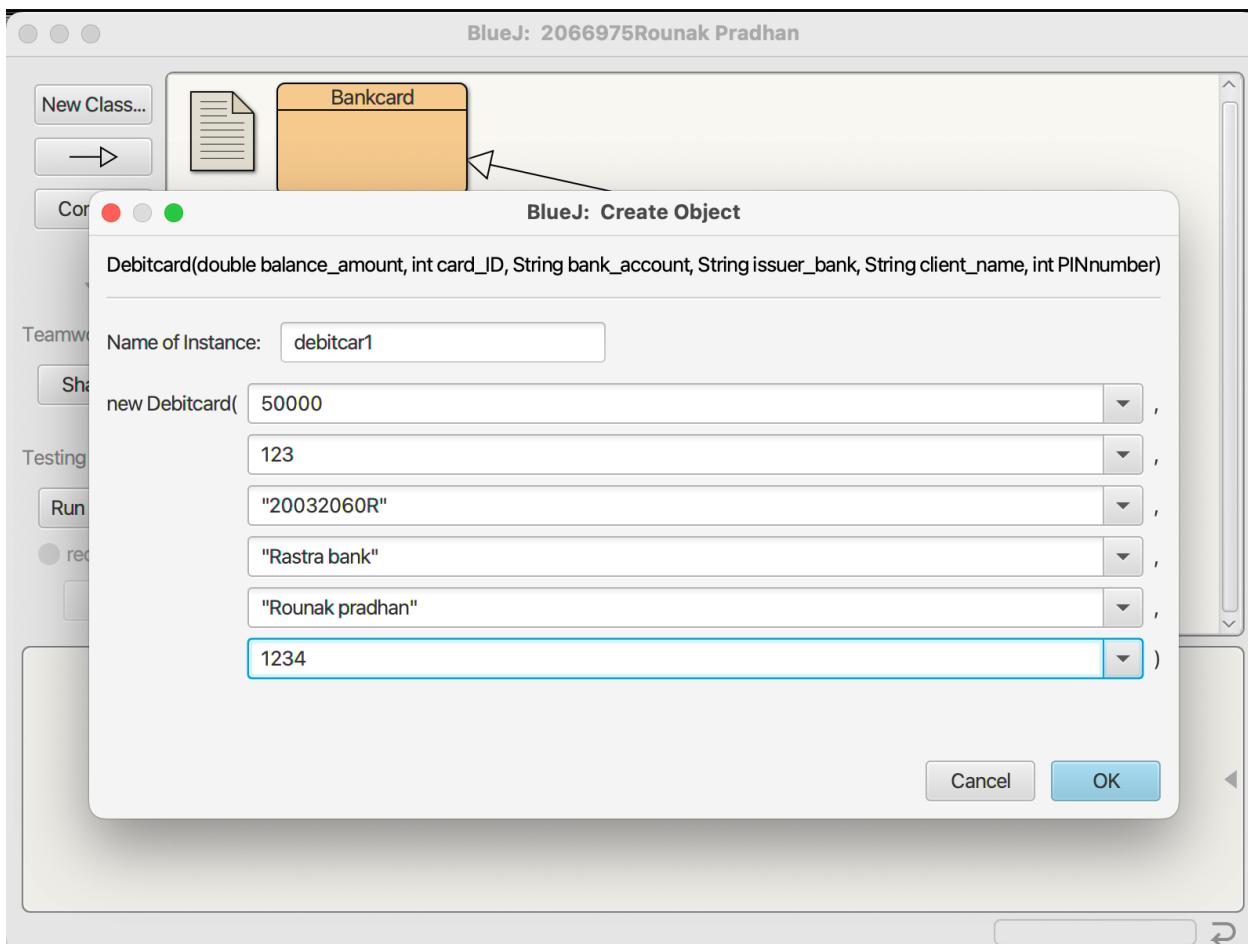
## 5.Testing

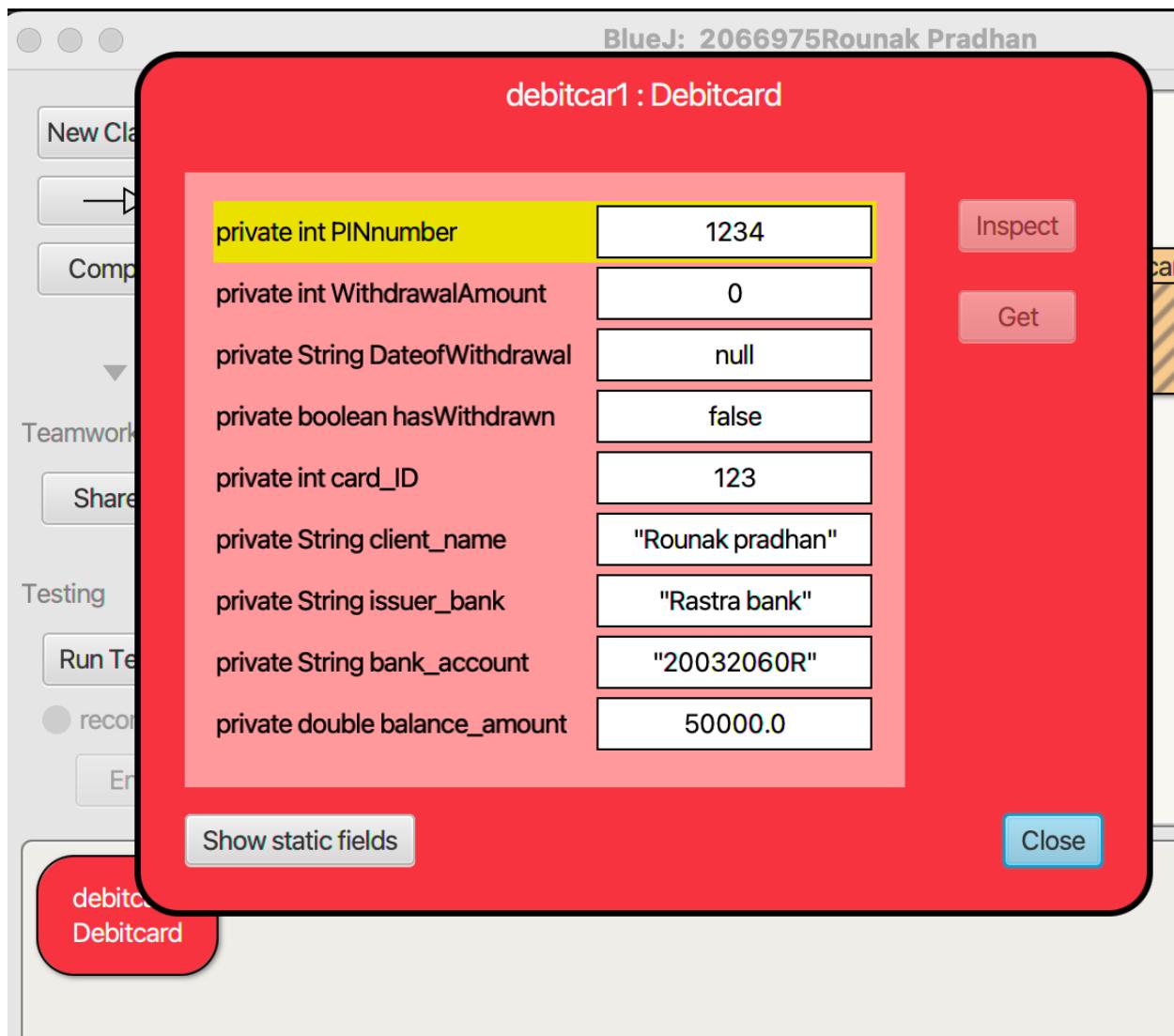
Some testing and screenshots

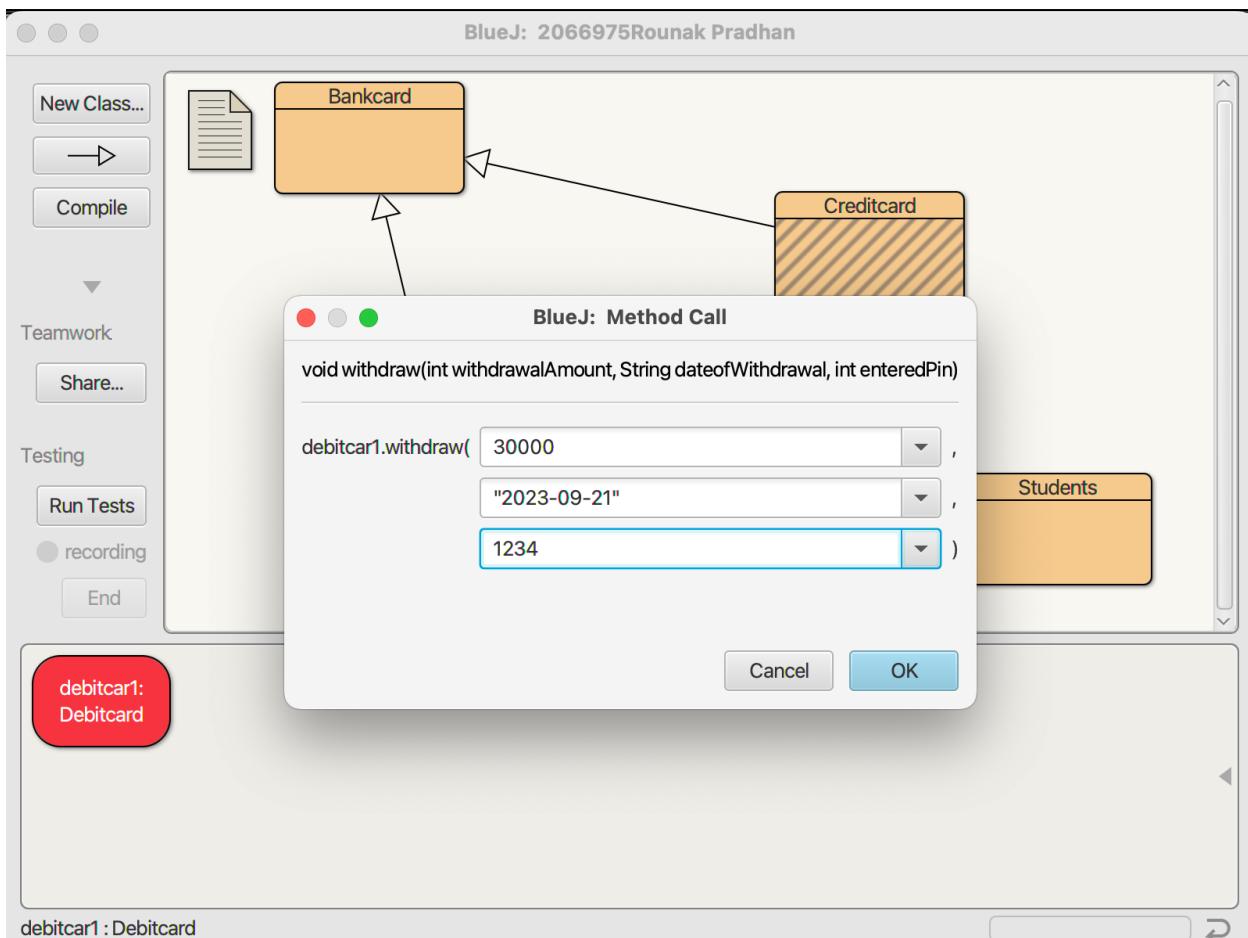
### 5.1.Test1

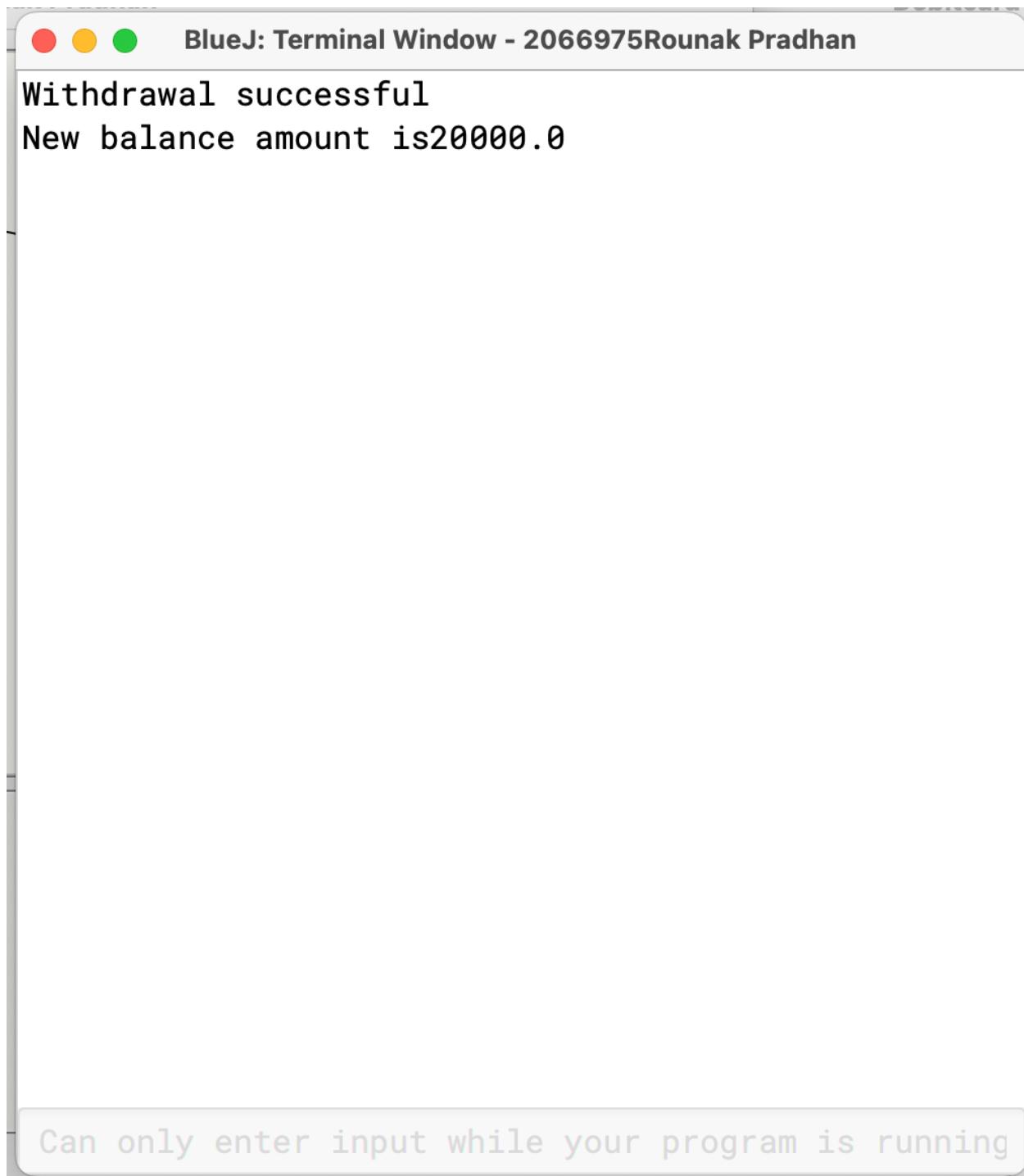
Test number	1
Objective	To inspect the Debitcard class, withdraw the amount, and re-inspect the Debitcard class
Actions	<p>Debitcard is called with the enlisted arguments:</p> <p>Balance_amount:50000  Card_id:123  Bank_account:"20032060R"  Issuer_bank:"Rastra bank"  client_name:"Rounak Pradhan"  PINnumber:1234  Inspection of Debitcard  void withdraw was called  WithdrawalAmount:30000  DateofWithdrawal:"2023-09-21"  enteredPin:1234</p>
Expected result	The amount would be withdrawn
Actual result	The amount was withdrawn
Conclusion	The test was successful.

Table 1 Test1





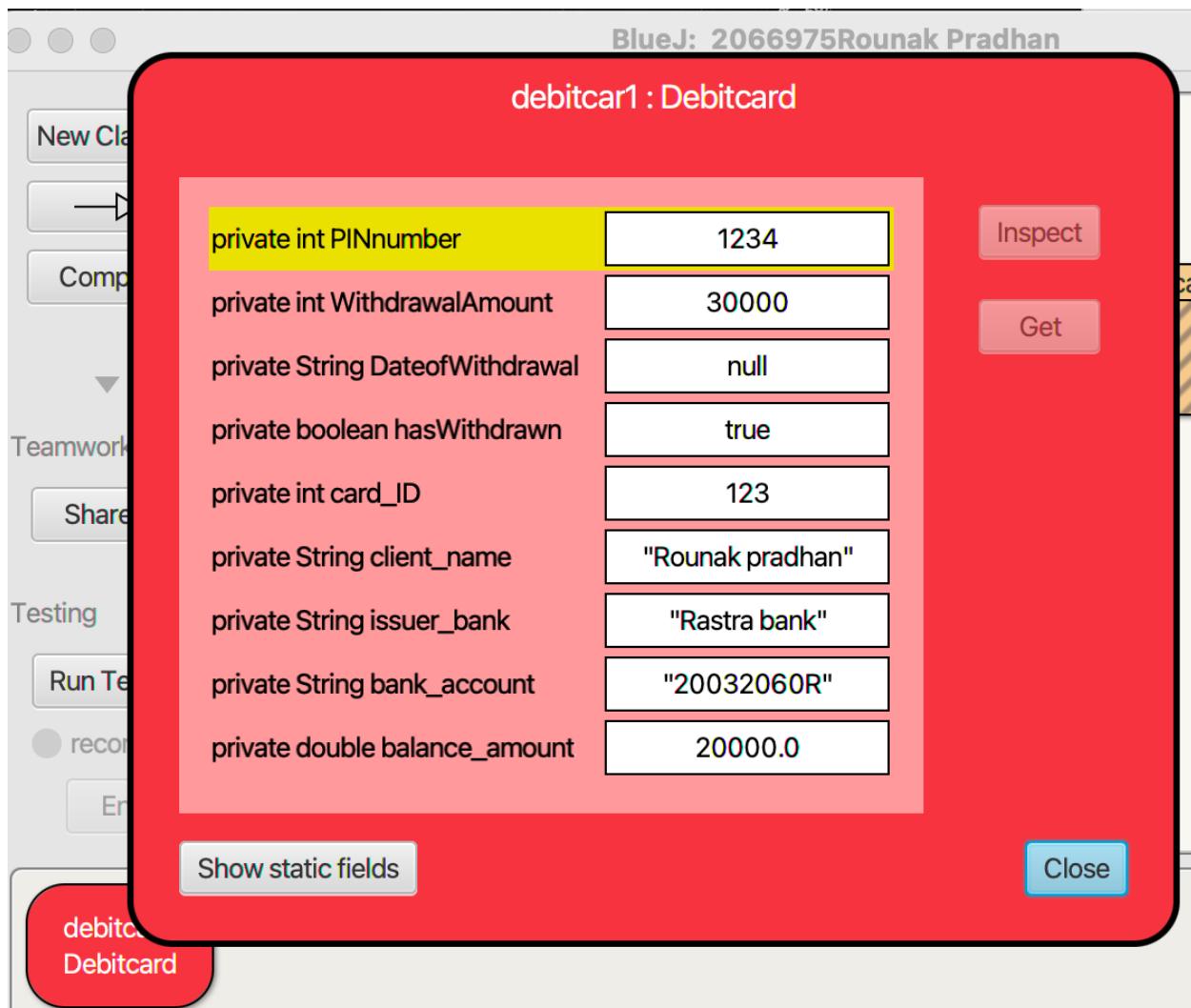




BlueJ: Terminal Window - 2066975Rounak Pradhan

Withdrawal successful  
New balance amount is 20000.0

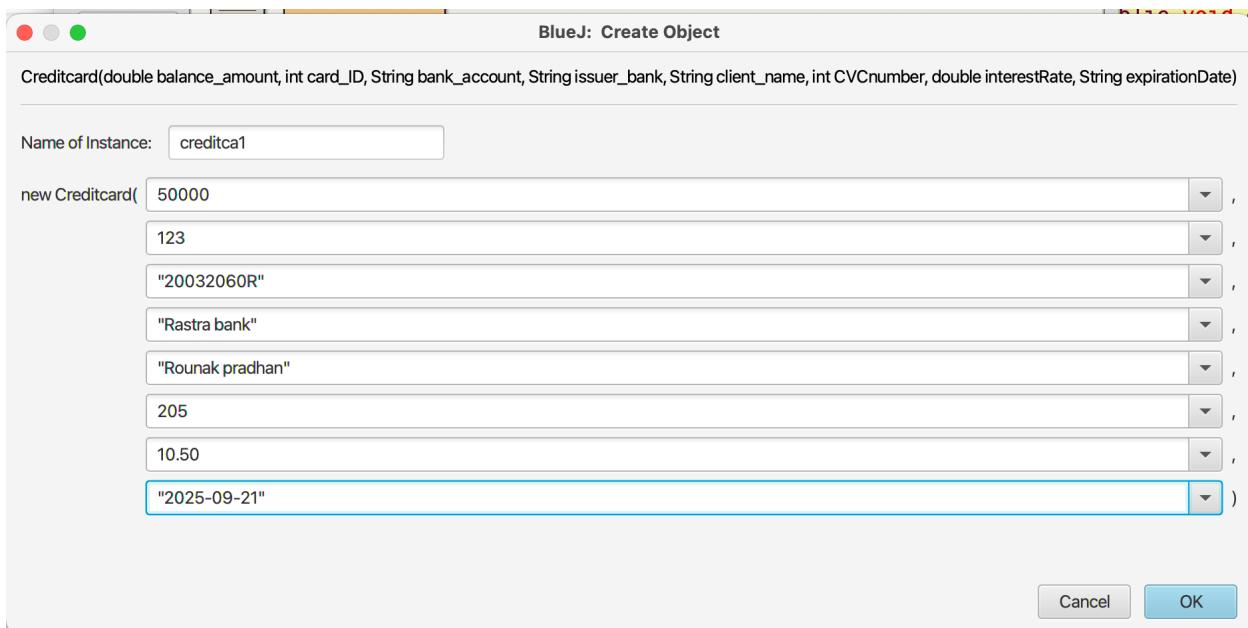
Can only enter input while your program is running

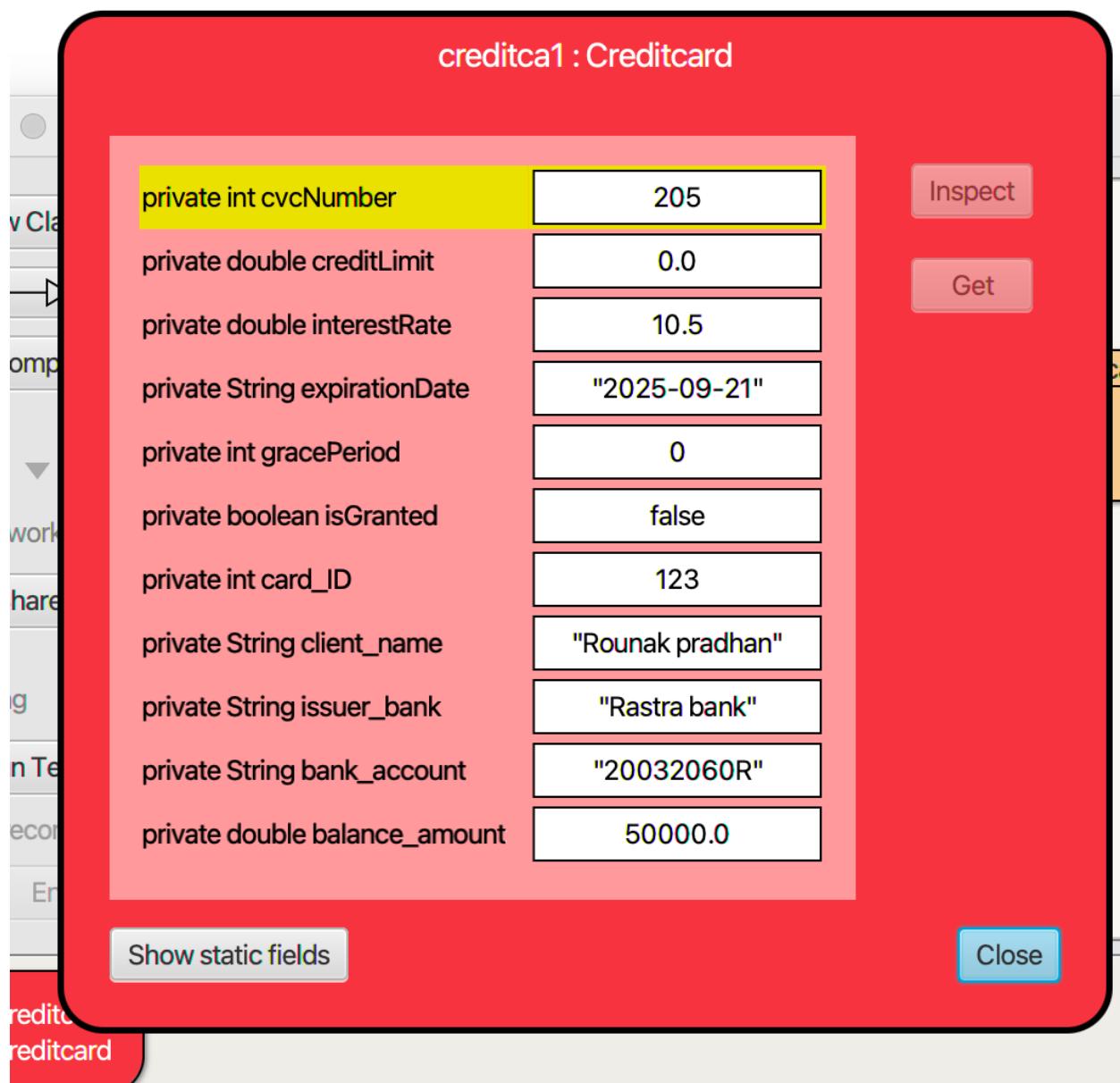


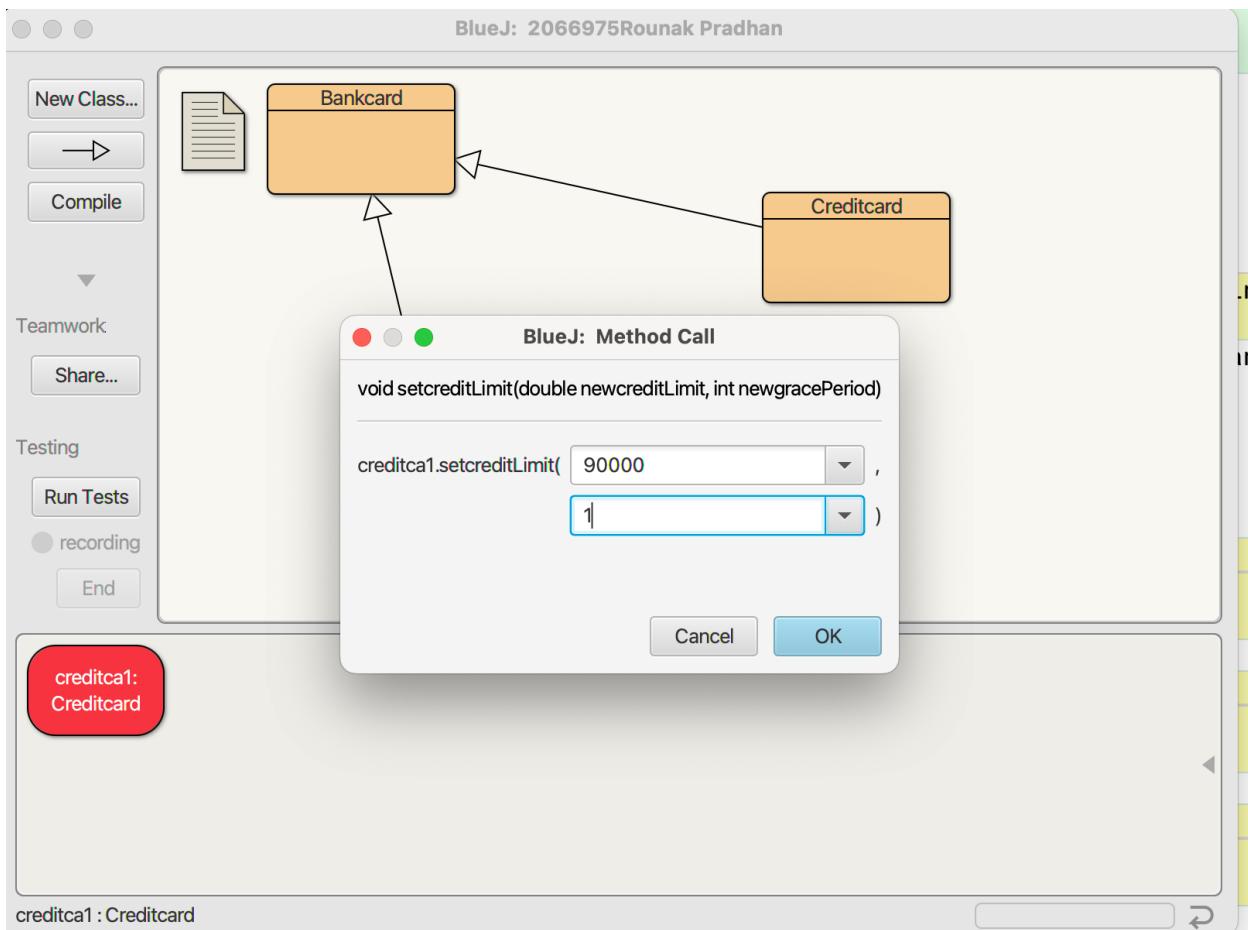
**5.2. Test 2**

Test number	2
Objective	To inspect the Creditcard class, set the credit limit and reinspect the Credit Card class
Actions	Creditcard is called with the enlisted arguments: Balance_amount:50000 Card_id:123 Bank_account:"20032060R" Issuer_bank:"Rastra bank" client_name:"Rounak Pradhan" cvcNumber:205 interestRate:10.5 expirationDate:"2025-09-21" Inspection of Creditcard void setcreditLimit was called with listed arguments creditLimit:90000 graceperiod:1
Expected result	Credit limit would be set
Actual result	Credit limit was set
Conclusion	The test was successful.

Table 2 Test2





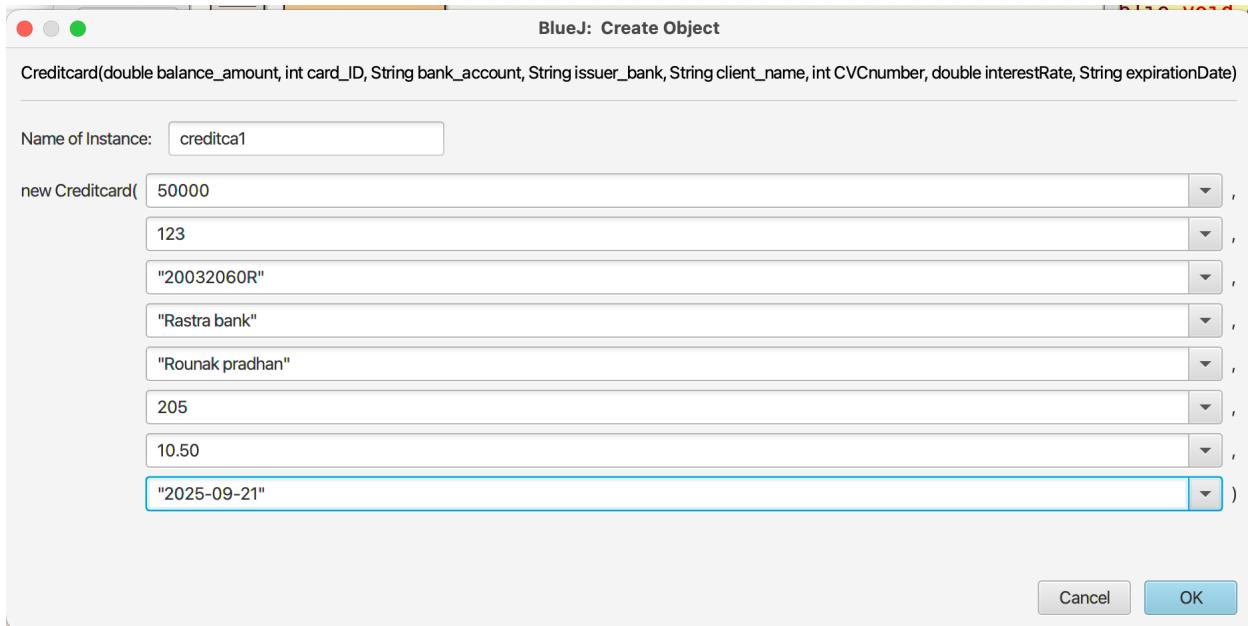


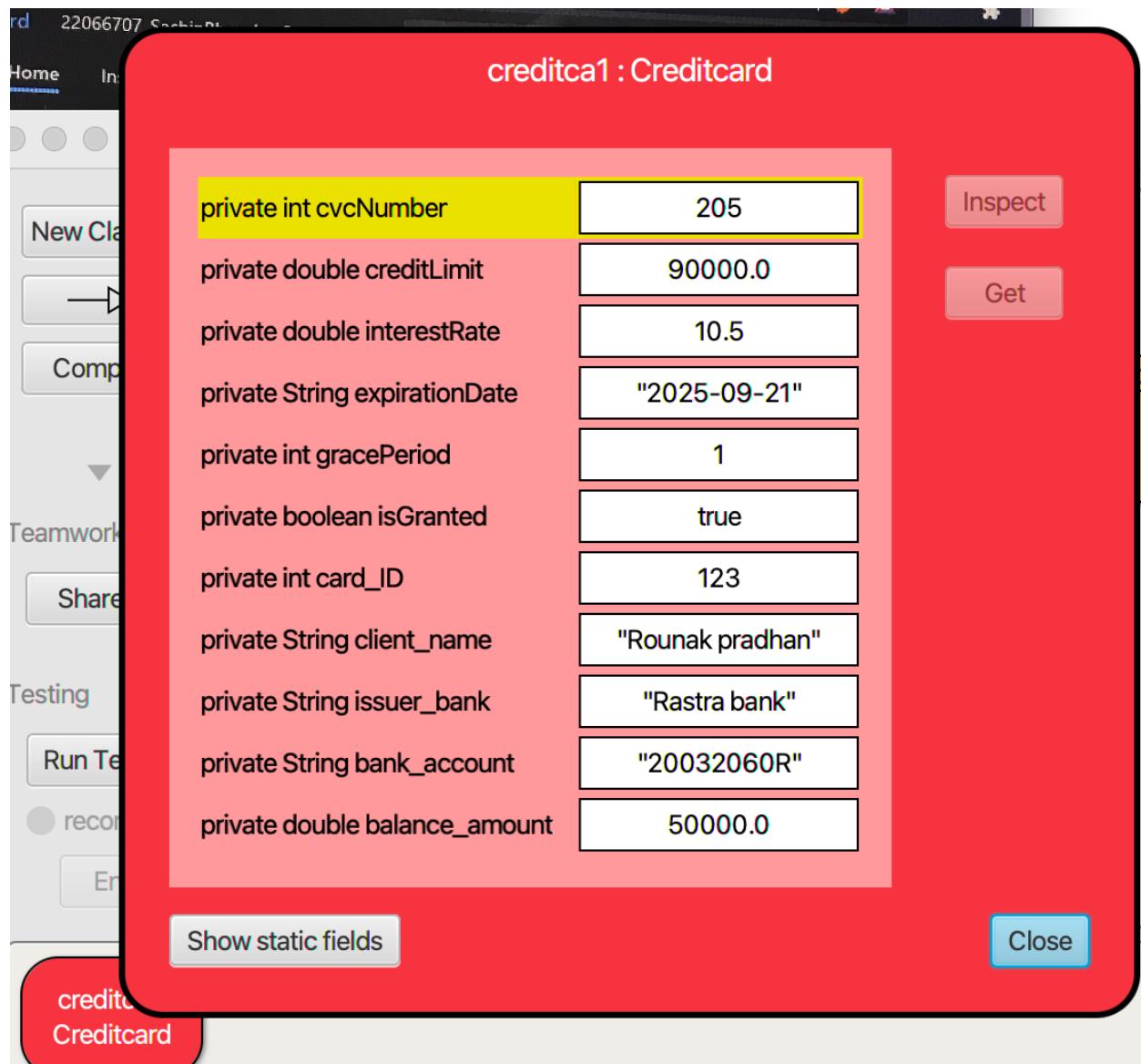


**5.4. Test 3**

Test number	3
Objective	To inspect the Creditcard class again after cancelling the credit card.
Actions	Creditcard is called with the enlisted arguments: Balance_amount:50000 Card_id:123 Bank_account:"20032060R" Issuer_bank:"Rastra bank" client_name:"Rounak Pradhan" cvcNumber:205 interestRate:10.5 expirationDate:"2025-09-21" Inspection of Creditcard Void cancelcreditcard was called
Expected result	Credit card would be cancelled
Actual result	Credit limit was cancelled
Conclusion	The test was successful.

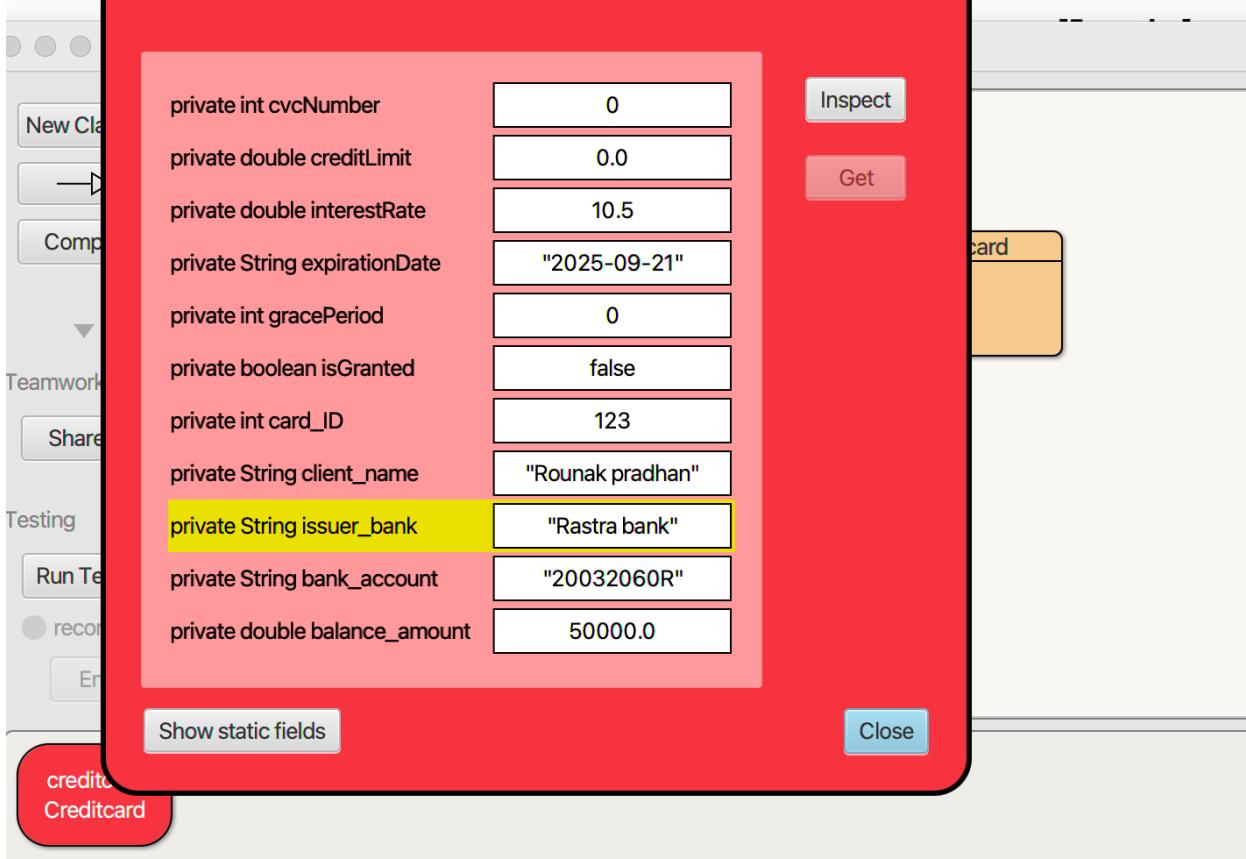
Table 3 Test3





Your report should describe the process of development of your classes with:

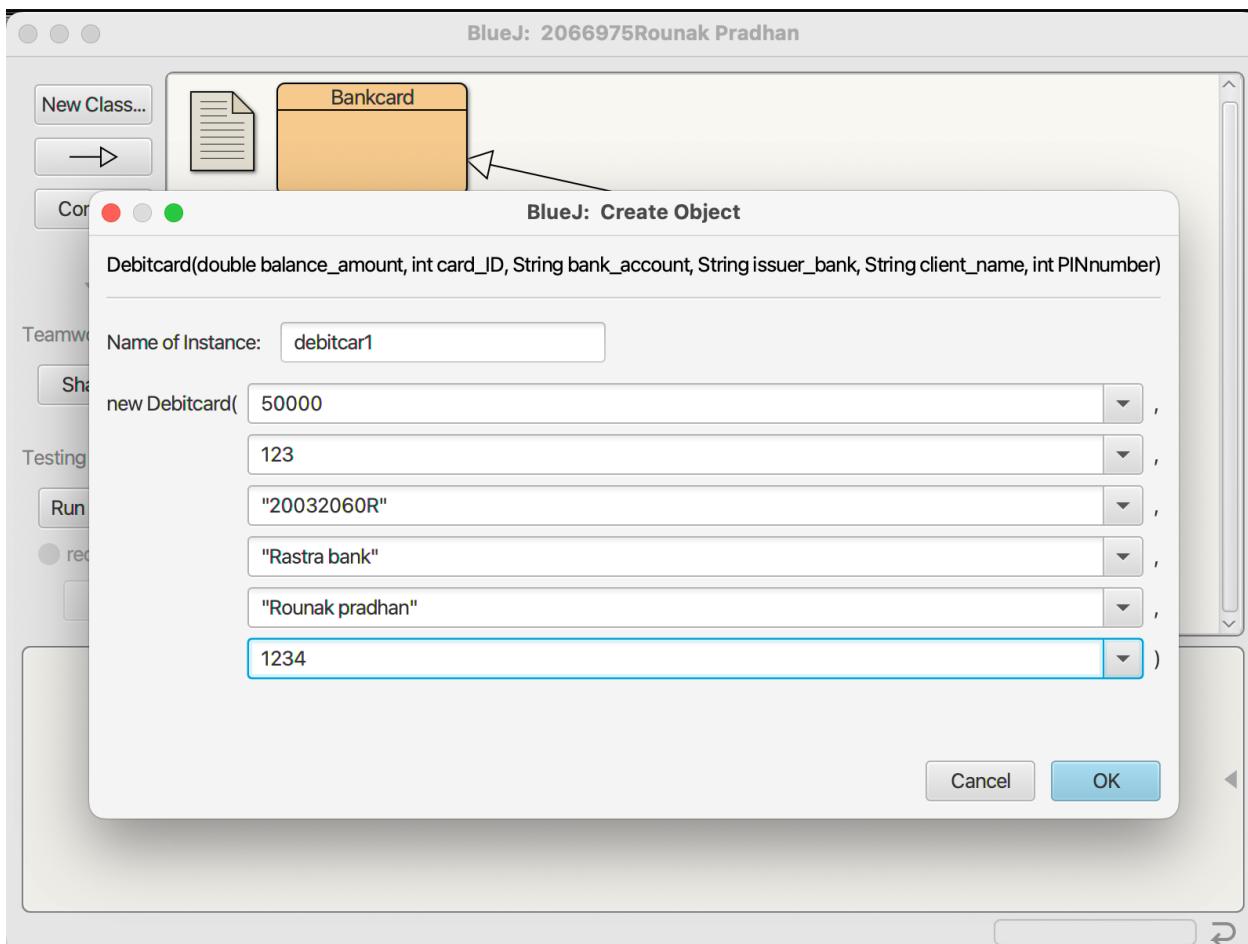
creditca2 : Creditcard

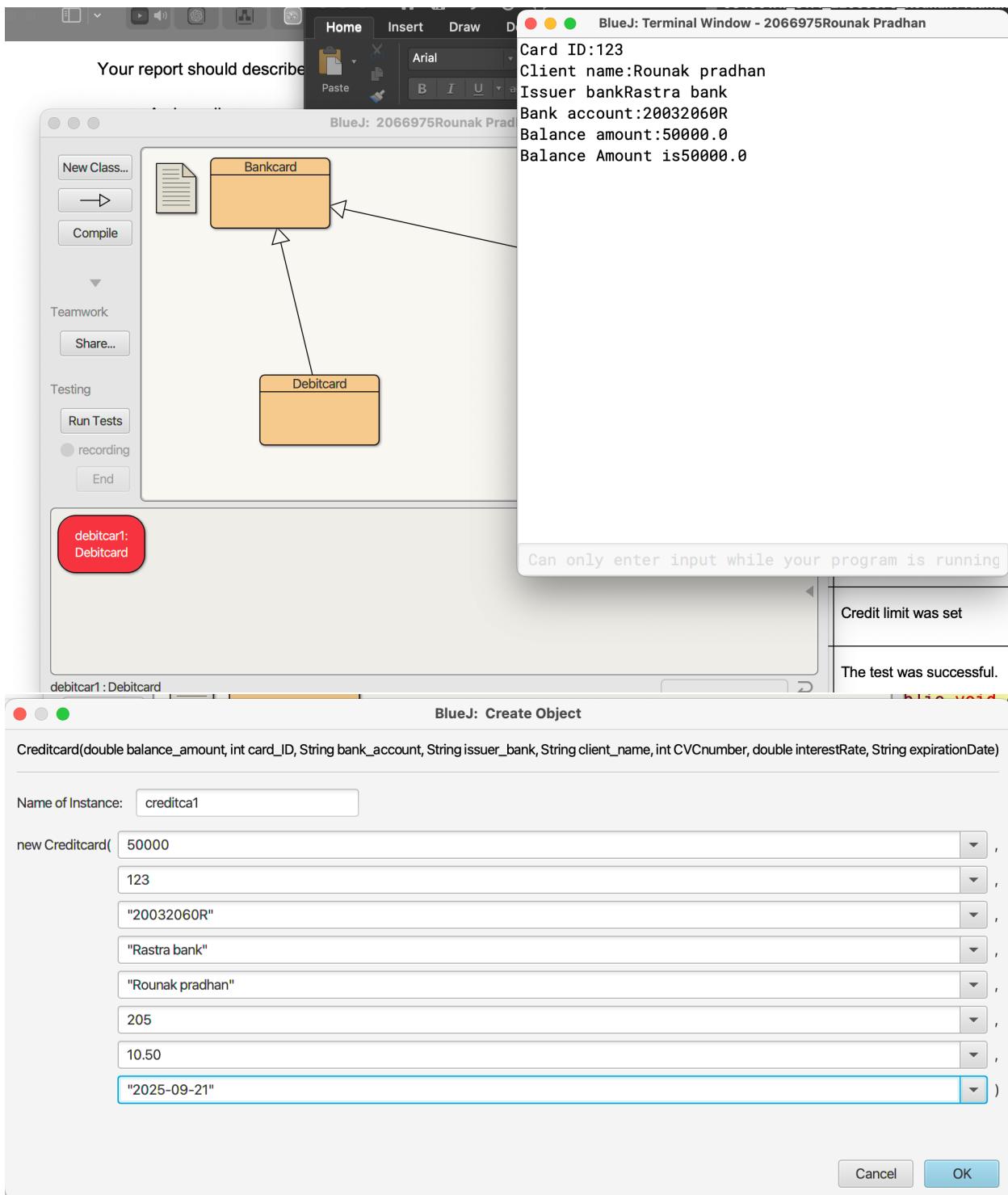


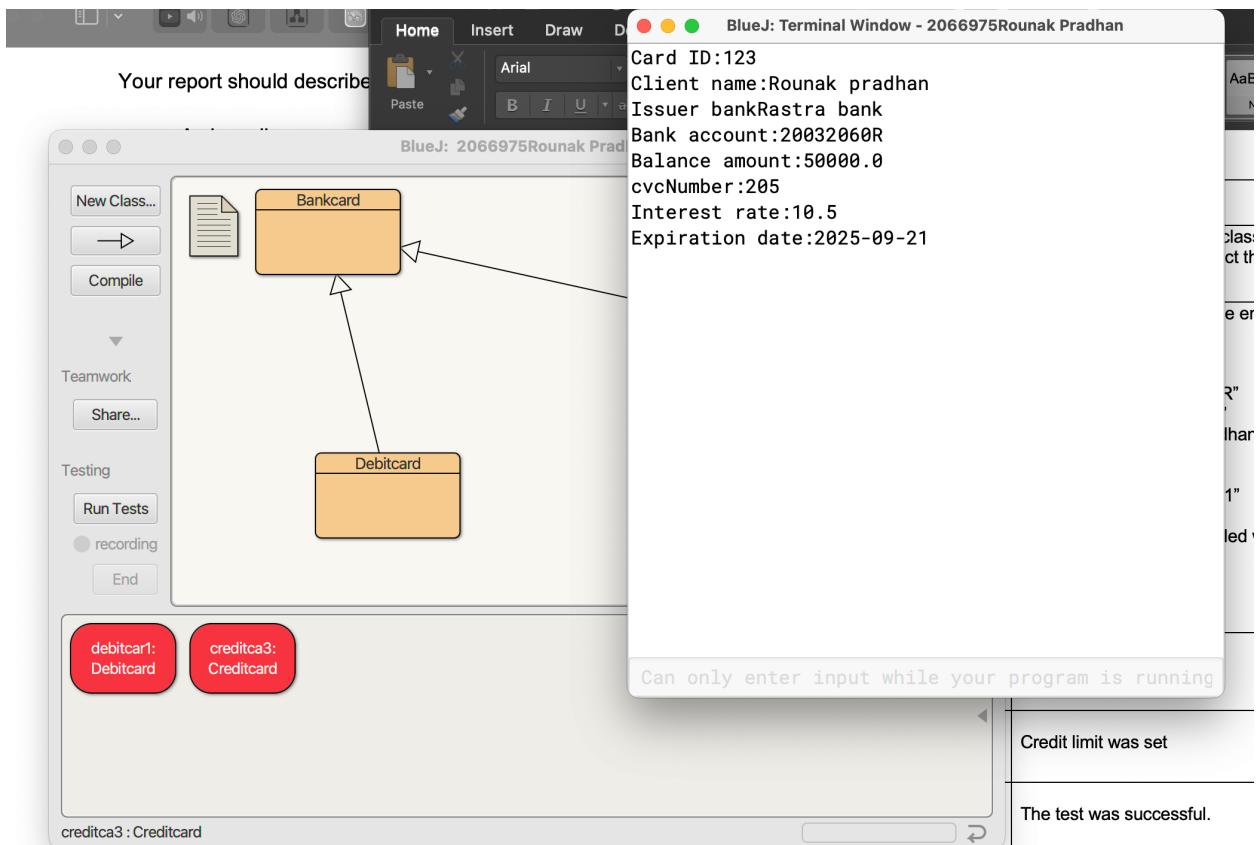
**5.4. Test 4**

Test number	4
Objective	To display the details of Debit card and Credit card classes.
Actions	<p>void display was called from Debit card</p> <p>void display was called from Credit card</p>
Expected result	Details of Debit card and credit card would be displayed.
Actual result	Details of Credit card and Debit card was displayed.
Conclusion	The test was successful.

Table 4 Test4







## 6.Error detection and correction

Error is user-performed illegal action that cause the application to operate abnormally.

### 6.1. Syntax Error

In this case semicolon is missing.

```
public String getbank_account()
{
    return bank_account;
}
public double getbalance_amount()
{
    //syntax error
    return balance_amount
}
```

Now Semicolon is added and error is solved.

```
public String getbank_account()
{
    return bank_account;
}
public double getbalance_amount()
{
    //now the syntax error is solved
    return balance_amount;
}
```

### 6.2. Semantic Error

Semantic error because of wrong data type.

```
public class Bankcard
{
    private int card_ID;
    private String client_name;
    private int issuer_bank; //Semantic error due wrong data type
    private String bank_account;
    private double balance_amount;
    public Bankcard(double balance_amount,int card_ID,String bank_account,String issuer_bank )
    {
        this.card_ID=card_ID;
        this.client_name="";
        this.issuer_bank=issuer_bank;
```

```
public class Bankcard
{
    private int card_ID;
    private String client_name;
    private String issuer_bank;//Semantic error solved by changing int to String
    private String bank_account;
    private double balance_amount;
    public Bankcard(double balance_amount,int card_ID,String bank_account,String issuer_bank )
    {
        this.card_ID=card_ID;
        this.client_name="";
        this.issuer_bank=issuer_bank;
        this.bank_account=bank_account;
        this.balance_amount=balance_amount;
    }
}
```

Semantic solved datatype of issuer\_bank is changed from int to String.

### 6.3.Logical Error

```
public void setcreditLimit(double newcreditLimit, int newgracePeriod)
{
    //logical error
    if (newcreditLimit == 2.5 * getbalance_amount()){
        this.creditLimit= newcreditLimit;
        this.gracePeriod= newgracePeriod;
        this.isGranted= true;
    }
    else{
        System.out.println("Credit cannot be issued");
    }
}
```

```
public void setcreditLimit(double newcreditLimit, int newgracePeriod)
{
    //logical error is solved
    if (newcreditLimit <= 2.5 * getbalance_amount()){
        this.creditLimit= newcreditLimit;
        this.gracePeriod= newgracePeriod;
        this.isGranted= true;
    }
    else{
        System.out.println("Credit cannot be issued");
    }
}
```

Logical error is solved == to <=

## Conclusion

To be honest It takes a lot of effort and commitment to finish this coursework. It is difficult to initially implement scratch of codes in a problem of real world scenario. Starting this activity from scratch makes it seem like there is a ton of material that needs to be mastered while putting in full time effort. I started to feel synced and up to date as I got comfortable with my coding. I came to the conclusion that we can quickly address any significant issues using OOP without experiencing excessive tension. Using OOP is the ideal required method for solving problems in the real world.

After doing this coursework, I feel like I can now play with any OOP concept after completing this program. For the purpose of preventing code retying, I learned how to use constructors and methods. The problem may be divided into classes and objects quite easily. Last but not least, I value this coursework because it will help me in my job and academic life.

First of all, I struggled with getter and setter methods. Our lecture's frequent assistance helps me keep up with at my own pace. In addition, I utilized a variety of learning tools like ai tools, google and many more. After making so many mistakes, different attempts were attempted to finish the job.

## Appendix

### Bankcard class code:

```
public class Bankcard
{
    private int card_ID;
    private String client_name;
    private String issuer_bank;//Semantic error solved by changing int to String
    private String bank_account;
    private double balance_amount;
    public Bankcard(double balance_amount,int card_ID,String bank_account,String
    issuer_bank )
    {
        this.card_ID=card_ID;
        this.client_name="";
        this.issuer_bank=issuer_bank;
        this.bank_account=bank_account;
        this.balance_amount=balance_amount;
    }
    public int getcard_Id()
    {
        return card_ID;
    }
    public String getclient_name()
    {
        return client_name;
    }
    public String getissuer_bank()
    {
```

```
    return issuer_bank;
}

public String getbank_account()
{
    return bank_account;
}

public double getbalance_amount()
{
    //now the syntax error is solved
    return balance_amount;
}

public void setclient_name(String clientName)
{
    this.client_name=clientName;
}

public void setbalance_amount(double balance_Amount)
{
    this.balance_amount=balance_Amount;
}

public void display()
{
    System.out.println("Card ID:"+ this.card_ID);
    if (this.client_name. isEmpty()){
        System.out.println("Client name: Not assigned");
    }
    else{
        System.out.println("Client name:"+ client_name);
    }
}
```

```
}

System.out.println("Issuer bank"+ issuer_bank);

System.out.println("Bank account:"+ bank_account);

System.out.println("Balance amount:"+ balance_amount);

}

}
```

Debitcard class code:

```
public class Debitcard extends Bankcard

{
    private int PINnumber;
    private int WithdrawalAmount;
    private String DateofWithdrawal;
    private boolean hasWithdrawn;

    public Debitcard(double balance_amount, int card_ID, String bank_account, String
issuer_bank, String client_name, int PINnumber)
    {
        super(balance_amount, card_ID, bank_account, issuer_bank);
        super.setclient_name(client_name);
        this.PINnumber= PINnumber;
        this.hasWithdrawn= false;
    }

    public int getPINnumber()
    {
        return this.PINnumber;
    }

    public int getWithdrawalAmount()
    {
        return this.WithdrawalAmount;
    }

    public String getDateofWithdrawal()
    {
        return this.DateofWithdrawal;
    }

    public boolean gethasWithdrawn()
```

```
{  
    return this.hasWithdrawn;  
}  
//mutator method  
public void setWithdrawalAmount(int WithdrawalAmount)  
{  
    this.WithdrawalAmount = WithdrawalAmount;  
}  
public void withdraw(int WithdrawalAmount, String dateofWithdrawal, int enteredPin)  
{  
    if(enteredPin == PINnumber){  
        if(WithdrawalAmount <= getbalance_amount()){  
            setbalance_amount(getbalance_amount() - WithdrawalAmount);  
            this.DateofWithdrawal= DateofWithdrawal;  
            this.WithdrawalAmount=WithdrawalAmount;  
            this.hasWithdrawn= true;  
            System.out.println("Withdrawal successful");  
            System.out.println("New balance amount is"+super.getbalance_amount());  
        }  
        else {  
            System.out.println("Insufficient balance");  
            System.out.println("Your Balance Amount is"+super.getbalance_amount());  
        }  
    }  
    else {  
        System.out.println("Invalid pin number");  
    }  
}
```

```
    }

    public void display()
    {
        super.display();

        if(this.hasWithdrawn == true) {
            System.out.println("the pin number is"+getPINnumber());
            System.out.println("The withdrawal amount is"+getWithdrawalAmount());
            System.out.println("Date of Withdrawal:"+DateofWithdrawal);
        }
        else {
            System.out.println("Balance Amount is"+super.getbalance_amount());
        }
    }
}
```

Creditcard class code:

```
public class Creditcard extends Bankcard
{
    private int cvcNumber;
    private double creditLimit;
    private double interestRate;
    private String expirationDate;
    private int gracePeriod;
    private boolean isGranted;

    public Creditcard(double balance_amount, int card_ID, String bank_account, String
issuer_bank, String client_name, int cvcNumber, double interestRate, String
expirationDate)
    {
        super(balance_amount, card_ID, bank_account, issuer_bank);
        super.setclient_name(client_name);
        this.cvcNumber= cvcNumber;
        this.interestRate= interestRate;
        this.expirationDate= expirationDate;
        this.isGranted= false;
    }

    public int getcvcNumber()
    {
        return this.cvcNumber;
    }

    public double getcreditLimit()
    {
        return this.creditLimit;
    }

    public double getinterestRate()
```

```
{  
    return this.interestRate;  
}  
  
public int getgracePeriod()  
{  
    return this.gracePeriod;  
}  
  
public boolean getisGranted()  
{  
    return this.isGranted;  
}  
  
public void setcreditLimit(double newcreditLimit, int newgracePeriod)  
{  
    //logical error is solved  
    if (newcreditLimit <= 2.5 * getbalance_amount()) {  
        this.creditLimit = newcreditLimit;  
        this.gracePeriod = newgracePeriod;  
        this.isGranted = true;  
    }  
    else {  
        System.out.println("Credit cannot be issued");  
    }  
}  
  
public void cancelCreditcard()  
{  
    cvcNumber = 0;  
    creditLimit = 0;  
    gracePeriod = 0;
```

```
isGranted= false;  
}  
  
public void display()  
{  
    if (isGranted == true) {  
        super.display();  
        System.out.println("CVC number:"+this.cvcNumber);  
        System.out.println("Interest rate:"+this.interestRate);  
        System.out.println("Expiration date:"+this.expirationDate);  
        System.out.println("Credit limit:"+this.creditLimit);  
        System.out.println("Grace period:"+this.gracePeriod);  
    }  
    else {  
        super.display();  
        System.out.println("cvcNumber:"+this.cvcNumber);  
        System.out.println("Interest rate:"+this.interestRate);  
        System.out.println("Expiration date:"+this.expirationDate);  
    }  
}
```