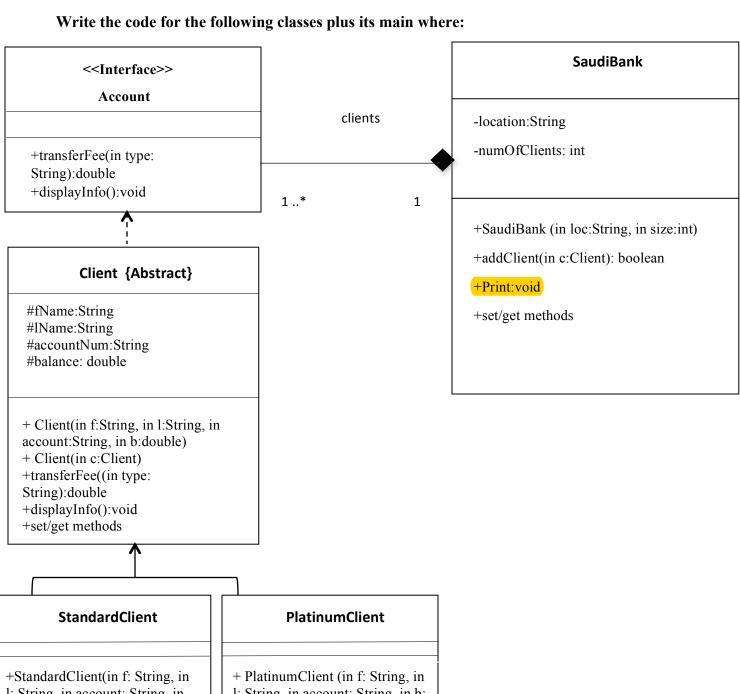
KING SAUD UNIVERSITY **COLLEGE OF COMPUTER AND INFORMATION SCIENCES Computer Science Department**

2nd Semester 1438 Lab Sheet#6 CSC 113: Introduction to Programming II



- 1: String, in account: String, in b: double)
- + StandardClient (in sc: StandardClient)
- + transferFee((in type: String):double
- + displayinfo():void

- 1: String, in account: String, in b: double)
- + PlatinumClient (in pc: PlatinumClient)
- + transferFee((in type: String):double
- + displayinfo():void

SaudiBank class:

- **location**: The location of the bank.
- **numOfClients**: The number of clients currently having accounts in this bank.
- SaudiBank (loc: String, size: int): Constructor to initialize the bank information.
- **addClient(c: Client)**: add the client object to the first empty location in the array clients.
- **print():void:** Displays the information of the current object.
- + set/get methods: as needed

Client class:

- **firstName**: The client's first name.
- **lastName**: The client's last name.
- **accountNum**: The client's account number.
- **balance:** The client's current balance.
- Client (f: String, l: String, account: String, b: double): Constructor to initialize the Client information.
- Client(c: Client): Copy constructor.
- **transferFee(type:String): double**: this is an abstract method that returns the transfer fee based on the client account type: standard, or platinum and transfer type.
- **displayinfo(): void**: this is an abstract method that displays the client's information.
- + set/get methods: as needed

StandardClient class:

- StandardClient (f: String, l: String, account: String, b: double): Constructor to initialize the standard client information.
- StandardClient (sp: StandardClient): Copy constructor.
- transferFee(type: String): double: returns the transfer fee based on the type of transfer. Standard client transfer rate is as follows:
 - o In case of a local transfer: the transfer fee is 7 SR.
 - o In case of a global transfer: the transfer fee is 50 SR.
- **displayInfo(): void:** Displays the information of the standard client object <u>including the</u> client's type: that is "Standard Client".

PlatinumClient class:

- PlatinumClient (f f: String, l: String, account: String, b: double): Constructor to initialize the platinum client information.
- PlatinumClient (pc: PlatinumClient): Copy constructor.
- transferFee(type: String): double: returns the transfer fee based on the type of transfer. Platinum client transfer rate is as follows:
 - o In case of a local transfer: the transfer fee is 0 SR.
 - o In case of a global transfer: the transfer fee is 10 SR.
- **displayInfo(): void:** Displays the information of the standard client object <u>including the</u> client's type: that is "Platinum Client".

- 1. Create a SaudiBank object named SB that is located in Riyadh and can have a maximum of 50 clients
- 2. Create a menu to do the following:
- a) Add a new client to the SB Sudibank: Ask the user if he/she wants to add standard client or platinum client and based on that create the proper object.
- b) Display the number of the standard clients and the platinum clients: you need to calculate the numbers and then print them.
- c) Display the total balance of all platinum clients: you need to calculate the total and then print it.
- d) Display the transfer fee: you need to ask the user to enter:
 - The clients account number that he/she needs to check its transfer fee: to determine the client's type
 - The type of transfer {local or global}. and then retrieve and print the transfer fee based on the given information.
- e) Display all the information of the SB SaudiBank object.