Practical – 8

Object: WAP to design a class account using the inheritance and static that show all function of bank (withdrawal, deposit).

Program:

Account.java

```
import java.util.Scanner;
class Bank
{
      static int available;
     static void depositMoney(int submit)
      {
           available=available+submit;
           System.out.println("You have submitted "+submit);
           System.out.println("Now, you have "+available+" available in your account");
      }
     static void withdrawMoney(int money)
      {
           available=available-money;
           System.out.println("You have withdrawn "+money);
           System.out.println("Now, you have "+available+" available in your account");
      }
}
class Account extends Bank
{
     public static void main(String []args)
      {
```

```
Scanner sc=new Scanner(System.in);
System.out.print("Enter your name: ");
String name=sc.nextLine();
System.out.print("Enter the available money in your account: "):
available=sc.nextInt();
System.out.println("Hi, "+name);
System.out.println("You have "+available+" in your account");
while(true)
{
      System.out.println("Enter 1 -> Deposit");
      System.out.println("Enter 2 -> Withdraw");
      System.out.println("Enter 3 -> Exit");
     int n=sc.nextInt();
switch(n)
{
      case 1:
      {
           System.out.print("Enter the amount to deposit: ");
           int submit=sc.nextInt();
           Account.depositMoney(submit);
           break;
      }
      case 2:
      {
           System.out.print("Enter the amount to withdraw: ");
           int money=sc.nextInt();
```

```
if(money>available)
                        {
                              System.out.println("You have "+available+" money only in
your account");
                        }
                        else
                        {
                              {\bf Account. with draw Money (money);}
                        }
                        break;
                  }
                  case 3:
                  {
                        System.out.println("Thank you!");
                        break;
                  }
                  default:
                        System.out.println("Please enter either 1 or 2 numbers only");
                        break;
            }
            if(n==3)
            {
                  break;
            }
            }
     }
}
```