

INHERITENCE PROBLEMS

1. Write a java program to create a class name a “bankaccount” with the methods called deposit() and withdraw ().create a subclass called savingsaccount that overrides the withdraw() method to present withdrawls.if the account is fall below 100

Program:

```
import java.io.*;
import java.util.Scanner;
class BankAccount {
    int cash;
    int balance=500, amount;
    void deposit() {
        System.out.println("Enter the amount to deposit:");
        Scanner s = new Scanner(System.in);
        int dep = s.nextInt();
        balance = balance+ dep;
        System.out.println("Total balance in account: " + balance);
    }
    void withdraw() {
        System.out.println("the balance in acc:"+balance);
    }
}
public class Savings extends BankAccount {
    void withdraw(){
```

```

System.out.println("Enter amount to withdraw:");

    Scanner sc = new Scanner(System.in);

    int cash =
    sc.nextInt();

    balance=balance-
    cash;

    System.out.println("the updated balance in
acc:"+balance);if (balance <= 100) {

        System.out.println("Insufficient balance");

    }
else
    {

        System.out.println("Remaining balance after withdrawal: " + balance);

    }
}

public static void main(String[] args) {

    Savings s = new Savings();

    s.deposit();

    s.withdraw();

}
}

```

Output:

```

Enter the amount to deposit:
1000
Total balance in account: 1500
Enter amount to withdraw:
500
the updated balance in acc:1000
Remaining balance after withdrawal: 1000

```