**Lab 6\_Final**

**TO BE SUBMITTED DURING THE LAB TIMNGS**

**(Zip your Solution and submit the Zip file)**

1. Make a Use Case diagram for a Campus Experience software. This is to let uses experience being on campus through watching videos.
   1. The software will be only for users who have login verified by the campus email account
   2. Users can view a general random experience video or can choose from a specific type
   3. The type of video can be location based, activity based or club based.
   4. User can stop, rewind and fast forward a video
   5. Administrators can delete or add videos, change menu options
   6. Contributors can only add videos, choosing from a set of options for the type of video

**Q2 and Q3 - TO BE SOLVED AFTER THE LAB AND SUBMITTED BY SUNDAY 12 AM**

1. Modify the BankAccount class

* Implement a Class **LastTransaction** which will have a String variables one for type of last transaction: Withdraw, Deposit or Transfer are possible values.
* Implement a class **PersonalDetails**. This will have 2 String variables: name and address. Override the toString () method.
* Modify the BankAccount class to have objects of **LastTransaction and PersonalDetails** as fields. Override the toString () method to print **Account number, Name, Address, Last transaction.**
* Modify the constructor to accept the details for name and address.
* Modify the methods withdraw, deposit or transfer such that this field is updated. Override the toString () method.

1. Give a Class diagram for Q2.