

**WORKSHEET 03A** – In class on week 1 day 3, and due on week 2 day 1**Implement a class from scratch: BankAccount**

1	<b>Design:</b> a) Characteristics: _____ b) Behaviors/methods: _____	
2	<b>Code along, with the Lessons 3.1-3.4</b> <b>Implement BankAccount – create a class with 3 parts:</b> a) Fields – see characteristics b) Constructors – to initialize fields c) Methods – see behaviors ... and do <b>Javadoc documentation</b> along the way, starting with the description of the class d) Look at the API for this class by switching to “Documentation”	
3	<b>Do E 3.6,</b> <ul style="list-style-type: none"> <li>to test your class in question (3).</li> <li>use the debugger to “step into” your constructor and methods in (3), and follow the code to see the flow and inspect the variables.</li> </ul> <p><b><u>Hint:</u></b> See the Lesson Slide titled “<i>Separate files for class &amp; main program</i>” for hints to code.</p> <p><b><u>Hint:</u></b> the display in the console window should look something like the following:</p> <pre>After new :0.0 ... expected: 0 After deposit:1000.0 ... expected: 1000 After first withdraw:500.0 ... expected: 500 After second withdraw:400.0 ... expected: 100</pre> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> Submit online before due date/time  Demo in class on due date – reminder: have the code with you </div>	
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4	<b>Do E 3.7</b> <i><b>Hint:</b> As suggested in the instruction, call the method that you just created then print the result, along with the expected value, to the console window.</i> Submit online before due date/time Demo in class on due date – reminder: have the code with you .	
5	<b>Reminder:</b> Share out in online Discussion	

THE END