Warmup Exercise: User-defined classes

Objectives:
Get familiar with user-defined classes.
Review object creation and method invocation.

Exercise using the Account class

1. Create a Lab 8 folder on your computer and create a subfolder named banking warmup
   Note: This week you will be working with multiple versions of Account and other classes. The different versions will still need to be saved in files that use the same filenames, so it is VERY IMPORTANT TO KEEP THEM IN SEPARATE FOLDERS.

2. Download Account.java and Transactions.java files into the banking warmup folder.

3. Compile both files.

4. Run Transactions (NOT Account) and observe what happens. It should print out information about three bank accounts.

5. Now try running the Account class. What happens?

6. Look at the code in Transactions.java
   Note that there are three Account objects created (acct1, acct2, acct3).

   • Add some code to create another object acct4 with information of your choice.

7. Compile and run Transactions again. (You do NOT need to compile Account again, since it has not changed).
   Notice that nothing prints for the new object you added.
   • Look through the code and find the output statements that cause information from acct1, acct2, acct3 to print. Add some similar code to get it to print the acct4 information.

8. Add some more code at the end of Transactions to use the getBalance() method, as follows:

double sum = acct1.getBalance() + acct2.getBalance() + acct3.getBalance();
System.out.println("Total funds in bank: "+ sum);