/**
   AccountAtBank - The class AccountAtBank represents simplification of a bank account like one you would see at any financial institution.
*/

/*
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   * @version 2014.03.05
*/

public class AccountAtBank
{
   // Fields of this class
   
   // The current account balance
   private double m_dBalance;

   // The customer name
   private String customer;

   // Constructors
   public AccountAtBank(String customer, double dInitialDeposit)
   {
      this.customer = new String(customer);
      m_dBalance = dInitialDeposit;
   }

   public AccountAtBank(String customer)
   {

this.customer = new String(customer);
    m_dBalance = 0.0;
}

// Methods

// Mutator Methods

// Depositing on the account

public void deposit(double amount)
{
    // Checking first for a good deposit
    if ( amount > 0)
    {
        m_dBalance += amount;
    }
    else
    {
        System.out.println(" Your deposit should be positive");
    }
}

// Withdrawing from an account

public void withdrawal(double withdraw)
{
    // Checking first for a good withdraw
    if ( withdraw > 0)
    {
        // Checking that this amount can be withdrawn
        if (m_dBalance >= withdraw)
        {
            m_dBalance -= withdraw;
        }
    else

AccountAtBank.java
AccountAtBank.java

79         {
80             System.out.println(" You don’t have enough money");
81         }
82         }
83         else
84         {
85             System.out.println(" Your withdraw should be positive");
86         }
87         }
88
89
90 //   Accessor Methods
91
92
93 public double getBalance()
94 {  
95 // We have here a private variable nCents
96
97     int nCents = (int) ( m_dBalance*100 +0.5);
98
99 }  
100 public String getCustomer()
101 {  
102     return customer;
103 }
104 /* Use the main method to create a AccountAtBank (object), and perform
105     some operations in the account
106 */
107
108 public static void main(String[] args)
109 {  
110     
111     // Note that I am using the first constructor
112
113     AccountAtBank myAccount = new AccountAtBank("Smith", 200);
114
115     // Now that I have an object of the class, I can play with it
116
// First I deposit 10 dollars
myAccount.deposit(10);

// Check that I have now 210 dollars
System.out.print("The balance of " + myAccount.getCustomer());
System.out.println(" is ") + myAccount.getBalance();

// Withdraw 20 dollars
myAccount.withdrawal(20.0);

// Check that I have now 190 dollars
System.out.print("The balance of " + myAccount.getCustomer());
System.out.println(" is ") + myAccount.getBalance();

} // End of main
} // End the class definition of AccountAtBank