

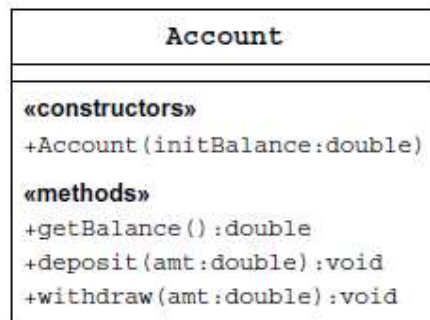
Getting Started

Lab 1: Create the BankProject

In this exercise, you are going to create a new Java project called BankProject. This project will be used for rest of BankProject related exercises.

As a start, you are going to add the first class to the project, called Account.

Figure below shows the definition of the Account class using a Unified Modelling Language (UML) Class diagram.



1. Create a new Java project called BankProject.
2. Add a new Java class called Account. Complete the definitions of Account class based on UML class diagram above.
3. Create another Java class called TestAccount.
4. Edit the source file for the TestAccount class to add a main method.
5. The main method of the TestAccount class creates an Account object with an initial balance of 100. It deposits 50 to and then withdraws 147 from the Account object. Finally, it must print out the balance of the Account object to the standard output stream.

The output of the TestAccount program should be similar to the following.

```
Final account balance is: 3.0
```