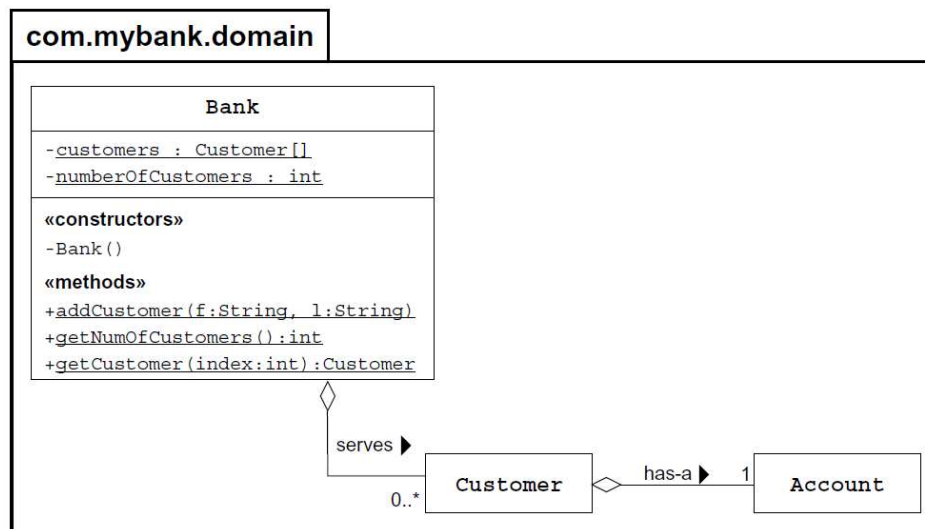


Advanced Class Features

Lab 11: Applying Static Members to a Design

In this exercise, you apply static class members to resolve a design decision. The BankProject currently uses a concrete class to represent the concept of a bank, which contains a set of customers for the bank. The project team has decided that this is a risky design because it would be possible to instantiate multiple Bank objects each with the potential to contain different sets of customers.

The design team has decided to make the Bank class utility class. A utility class is one that is not instantiated, and all of its members are static. Figure below shows the new design for the Bank class. Your job is to program these changes to the Bank class and to all of the classes that use the Bank class.



1. Modify the Bank class in com.mybank.domain package to follow the new design as shown in diagram above.
2. All the members (both instance variables and methods) should be changed to static.
3. Move the original variable initialization code from the constructor to either a static block or on the static variable declarations.
4. Modify the CustomerReport class file in the com.mybank.report package. The updated CustomerReport class uses the Bank class as a utility class.
5. Delete the current TestReport class in the com.mybank.test package.
6. Download the TestReport class file and add it into com.mybank.test package.
7. Run the test program. The output should be similar to be similar to the output from previous tests in Lab 8.