Goals

• To write classes with constructors.
• To practice writing more classes.

Problem 1

1. Define a class named BankAccount.

2. The class has two instance variables: Account holder’s name, a string variable and balance, a double variable.

3. It has a default constructor and a constructor with two parameters, name and balance.

Now think about the methods you need to use this account for your everyday use. What methods does this need? By now, you know that every class needs getter or accessor methods to get information, and setter methods to set certain information.