

Name: \_\_\_\_\_ Period: \_\_\_\_\_

## APCS Problem Set 2: Object-Oriented Programming

### 2 Analyze a Basic Class

5. Draw a UML class diagram<sup>1</sup> for the `BankAccount` class. (4pts)

### 5 New and Improved `BankAccount` & `BankAccountDriver` Classes

In the earlier sections, you were stepped through the process of taking a simple class and making it conform to *best practices* in class design. Specifically, you took on the task of *data hiding* or *encapsulation*: Making information inside a class only indirectly available outside. This means that the designer of the `BankAccount` class has tight control over what can and cannot be stored in the field variables, and just how data can be retrieved from `BankAccount` objects.

You are now to update the classes `BankAccount` and `BankAccountDriver` so that they abide by these best practices:

- make all field variables `private`
- include *getter* and *setter* methods (*accessors* and *mutators*, respectively)
- update the driver class so it uses the getters and setters when interacting with `BankAccounts`

...

4. Provide the current state of the modified classes on the paper form.

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<sup>1</sup>Refer to the UML diagram of the `Person` class in the *Lesson #11* slides at <http://feromax.com/apcs/lessons/>.







