AP Computer Science	Bank Object Java Assignment
The Bank Object Program	70, 80, 90, 100 & 110 Point Versions

Assignment Purpose:

The purpose of this program is to demonstrate knowledge of using constructing objects with the **new** operator and use object methods.

For this lab assignment you are provided with a one constructor and a couple of methods required for the Bank object to be complete.

Bank Student Version	Do not copy this file, which is provided

```
// Bank.java
// Student Version

//Bank object

public class Bank{
  private double checking;
  private double savings;

  public Bank()
  {
    checking = 0.0;
    savings = 0.0;
  }
// Second constructor with 2 parameters

  public double getChecking(){
    return checking;
  }

  public double getSavings(){
    return savings;
  }

  public double getCombined(){
    return checking + savings;
  }
  public void checkingDeposit(double amount){
    checking += amount;
  }
}
```

70, 80, 90 & 100 Point Versions

The 70-point version
Create the Bank Object with at least 1 constructor
The 80-point version
Creates the Bank Object with 2 constructors
The 90-point version
Creates the Bank Object with 2 constructors, all the methods, and a main method that calls both constructors, and uses all methods with all values coded.
The 100-point version
Creates the Bank Object with 2 constructors, all the methods, and a main method that calls both constructors, and uses some methods with all values inputted by the user.
The 110-point version
Creates the Bank Object with 2 constructors, all the methods, and a main method that calls both constructors, uses all methods with all values inputted by the user, and allows the user to make decisions as to deposit or withdraw, get totals of accounts, and close accounts.