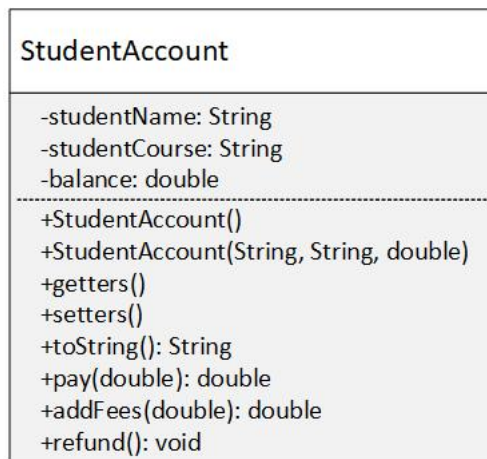


## Program 4 – Student account

Code the following program in Java. Only submit the source files. There will be two source files. Do not zip your project as it increases the marking time significantly.

As a programmer you must be able to follow precise instructions. You will also not always get precise instructions. You must learn to ask questions and make valid deductions of what is expected.



Code the **StudentAccount** class according to the class diagram

### Methods explanation:

#### **pay(double): double**

This method is called when a student pays an amount towards outstanding fees. The balance is reduced by the amount received. The updated balance is returned by the method.

#### **addFees(double): double**

This method is called to increase the balance by the amount received as a parameter. The updated balance is returned by the method.

#### **refund(): void**

This method is called when any monies owned to the student is paid out. This method can only refund a student if the balance is negative. It displays the amount to be refunded and set the balance to zero. (Use `Math.abs(double)` in your output message). If there is no refund, display an appropriate message.

Test your StudentAccount class by creating objects and calling the methods addFees(), pay() and refund(). Use toString() to display the object's data after each method called.