BANK ACCOUNT

Class Name
BankAccount

State
variables
double balance

Initialization
constructors
BankAccount()
BankAccount(**double** startBalance)

Behavior
accessor methods
double getBalance()
mutator methods
void deposit(**double** amount)
void withdraw(**double** amount)

RECTANGLE

Class Name
Rectangle
State
variables
double length
double width
Initialization
constructors
Rectangle()
Rectangle(**double** length, **double** width)
Behavior
accessor methods
double getLength()
double getWidth()
mutator methods
void setLength(**double** length)
void setWidth(**double** width)
other methods
double area()
double ratio()

HOURLY EMPLOYEE

Class Name
HourlyEmployee

State
variables
- **double** payRate
- **double** totalHours

Initialization
constructors
- HourlyEmployee()
- HourlyEmployee(**double** rate)

Behavior
accessor methods
- **double** getPayRate()
- **double** getTotalHours()

mutator methods
- **void** setPayRate(**double** rate)
- **void** addHours(**double** hours)
- **void** resetHours()

other methods
- **double** grossPay()

FIU STUDENT

Class Name
FIUStudent

State
variables

    int transferCredits

    int earnedCredits

    double gradePoints

Initialization
constructors

    FIUStudent()

    FIUStudent(**int** credits)

Behavior
accessor methods

    int getTransferCredits()

    int getEarnedCredits()

    double getGradePoints()

mutator methods

    void completeCourse(**int** credits, **char** grade)

other methods

    double gpa()

    String year()

    boolean isGraduationEligible()