AP Computer Science 'A' Practice Java Quiz #3 (30 Points)
On paper, closed computer, notes, and books

On a blank sheet of paper, write a non-static standalone Java class named '**DimeBank**' that represents a plastic container that holds an unlimited number of dimes. The class should contain exactly two constructors. One constructor takes a single positive integer as its argument, representing the initial number of dimes in the bank. The second constructor takes no arguments and starts the bank off empty. The class should also contain the following four public methods:

addDimes
  Arguments: A positive INTEGER representing the NUMBER of dimes to add to the bank
  Actions: Adds the supplied number of dimes to the bank
  Displays: Nothing
  Returns: Nothing

removeDimes
  Arguments: A positive INTEGER representing the NUMBER of dimes to be removed from the bank

  Actions: Removes the indicated number of dimes from the bank, but only if the supplied number of dimes to be removed does not exceed the number of dimes currently in the bank; if the supplied argument is too large, nothing is removed from the bank

  Displays: The phrase "Not Enough Dimes" (without the quotes), but ONLY if the user is trying to remove too many dimes

  Returns: A BOOLEAN, which should be 'true' if dimes were removed from the bank, and 'false' if dimes were not removed from the bank

emptyBank
  Arguments: None
  Actions: Removes ALL of the dimes from the bank
  Displays: The phrase "Bank Is Empty" (without the quotes)
  Returns: Nothing

getValue
  Arguments: None
  Displays: Nothing
  Returns: A DOUBLE equal to the VALUE in DOLLARS of all of the dimes currently in the bank

Make sure all internal variables in your class are private, and format the code appropriately. You do NOT need to include any comments, and the program does NOT need to include error trapping for user input other than what is described above.