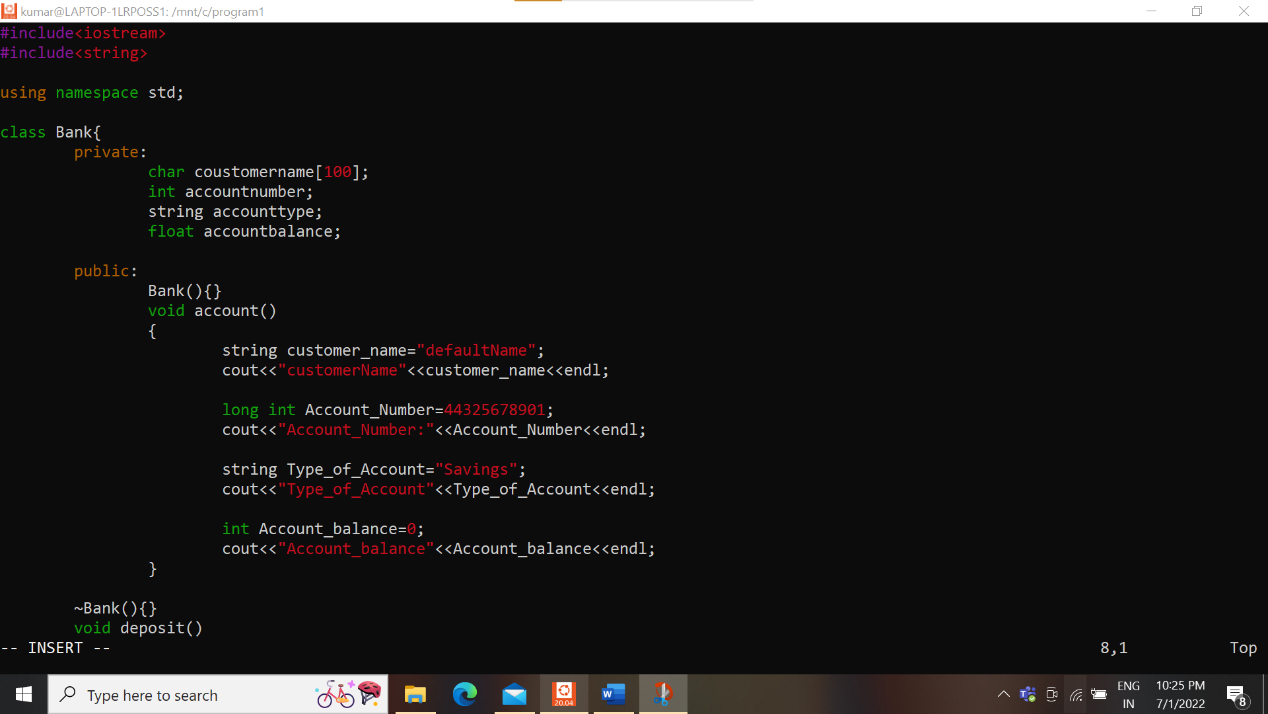
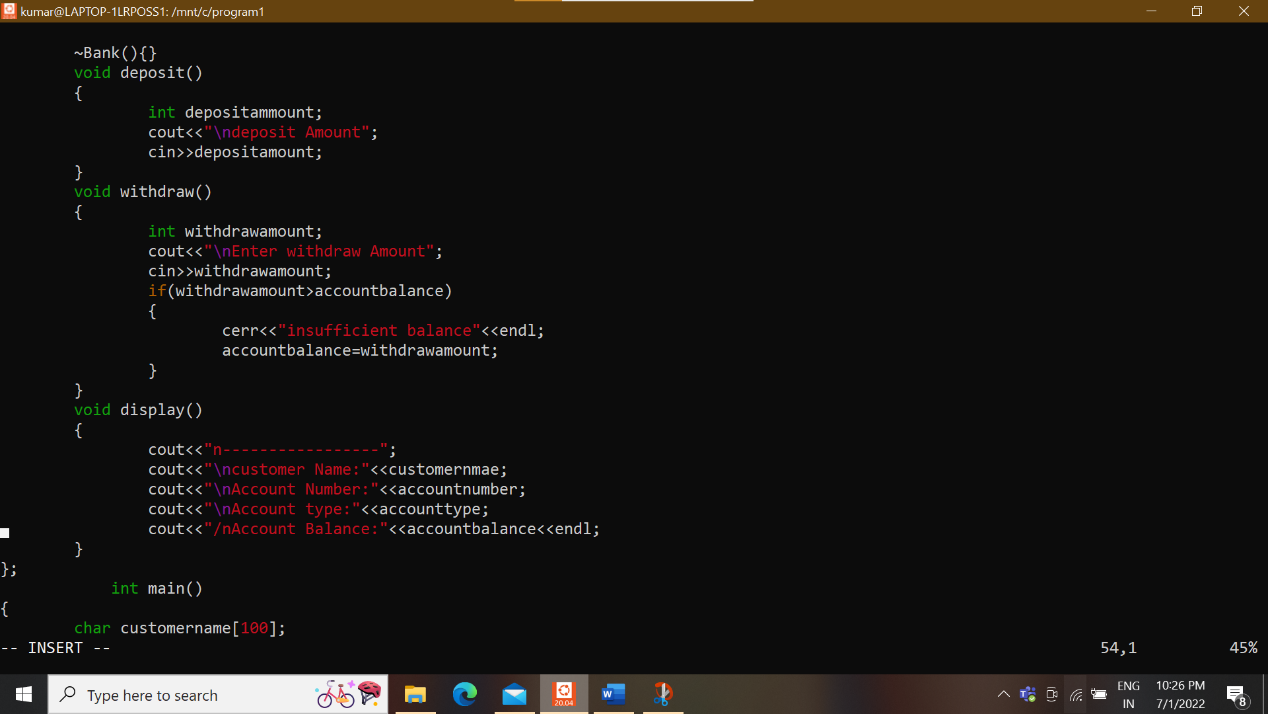
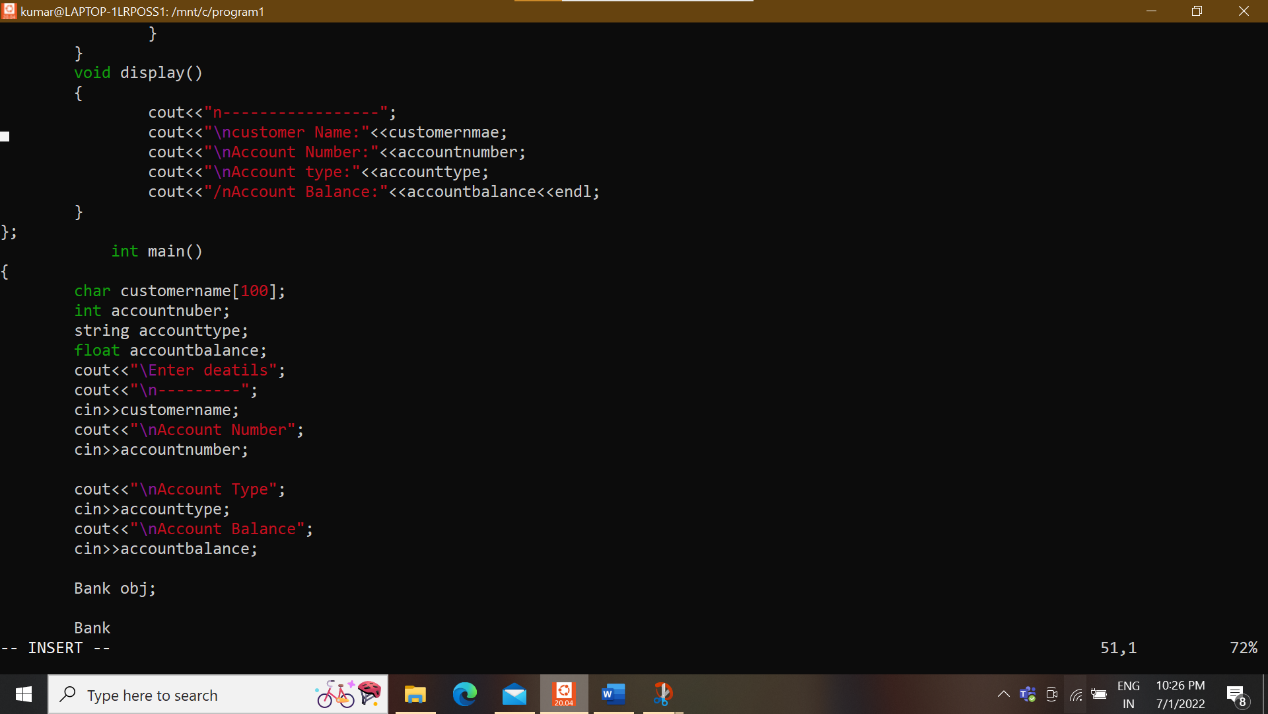
**CPP\_Assignment\_1c**

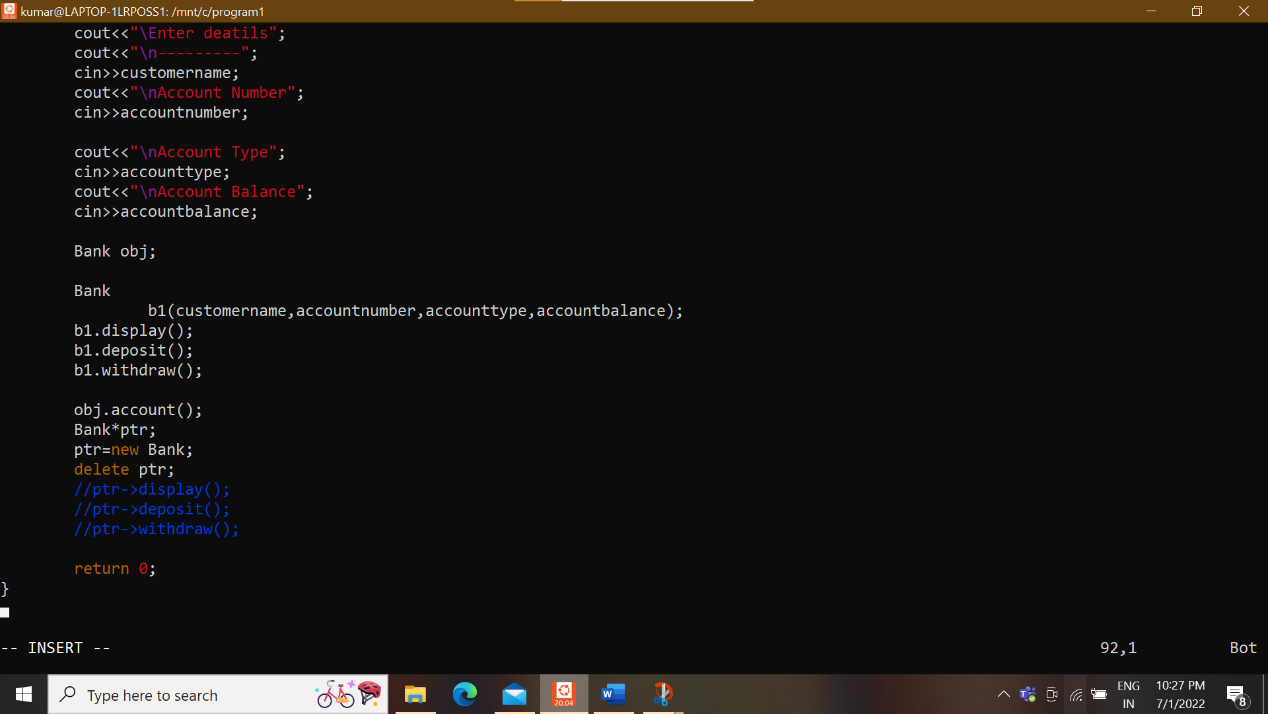
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| --- | --- | --- |
| Requirement Tag | Requirement Description | Comments |
| BNK/01 | The class should have following data members : Customer Name (char \*), Account Number, Type of Account (Savings/Current etc), Account Balance. |  |
| BNK/02 | The class should allow basic operations like creating a new account, deposit an amount, withdraw money after checking the balance, display account details. | Hint: 1.Use overloaded constructors to create and initialize object members. 2. Access the members using this pointer 3. Perform validation and ensure sufficient balance before withdrawal. Else display error message "Insufficient balance" |
| BNK/03 | Add a non member function updateName() to receive a reference to an account object and a new name string. This function should update name and return the reference object. |  |
| BNK/04 | Add a default constructor to create account object with data members as below: Customer Name:"defaultName" Account Number:"123456789012" Type of Account:Savings Account Balance :0 |  |
| BNK/05 | a. Add a method BulkCreate() to create n number of objects with name initialized using given prefix and other attributes with default value as of ref object. Allocate dynamic memory for  customer name. Let each created object be stored in a global array.  int BukCreate(const Account &ref, int count, char \*prefix); count - number of objects to be created prefix - name prefix string eg. if n = 3, prefix="ALT\_NAME\_" then create 3 objects with name string as below and other attributes with default value as of ref object.  ALT\_NAME\_1  ALT\_NAME\_2  ALT\_NAME\_3  b. define all constructors as explicit | Should define and use a copy constructor |
| BNK/06 | Add destructor to deallocate memory allocated for account object |  |

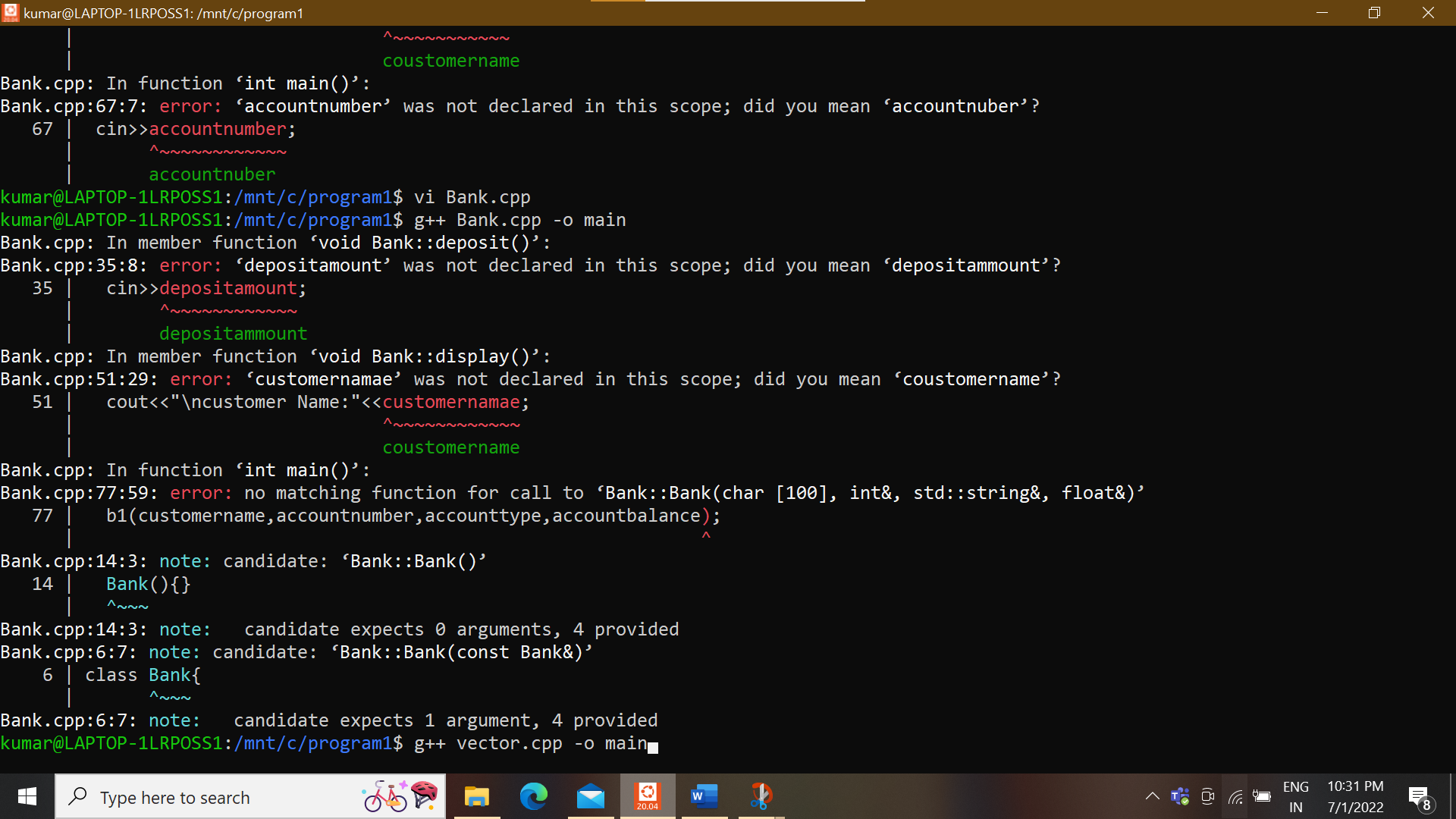
**Ans:**

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