Account Class

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace HomeWork

{

public class Address

{

private int roadno;

private string city;

private string homeNo,country;

public Address (int roadno,string city,string homeNo,string country):this()

{

}

public int Roadno

{

set { this.roadno = value; }

get { return this.roadno; }

}

public string City

{

set { this.city = value; }

get { return this.city; }

}

public string HomeNo

{

set { this.homeNo= value; }

get { return this.homeNo; }

}

public string Country

{

set { this.country = value; }

get { return this.country; }

}

public Address Getddress()

{

return this.roadno + "," + this.city + "," + this.homeNo + "," + this.Country;

}

}

}

Association Address

using System;

using System.Collections.Generic;

using System.Linq;

using System.Net.Sockets;

using System.Text;

using System.Threading.Tasks;

namespace HomeWork

{

class Account

{

private int accountNumber;

private string accountName;

private double balance;

private Address Address;

public Account(int accountNumber, string accountName, double balance, Address address)

{

this.accountNumber = accountNumber;

this.accountName = accountName;

this.balance = balance;

this.Address = address;

}

public int AccountNumber

{

set { this.accountNumber = value; }

get { return this.accountNumber; }

}

public string AccountName

{

set { this.accountName = value; }

get { return this.accountName; }

}

public double Balance

{

set { this.balance = value; }

get { return this.balance; }

}

public Address Address

{

set { this.address = value; }

get { return Getddress(); }

}

public Boolean Deposit(double amount)

{

if (amount > 0)

{

Console.WriteLine("Previous Balance: " + balance);

Console.WriteLine("Deposit Amount: " + amount);

balance += amount;

Console.WriteLine("Current Balance: " + balance);

return true;

}

else

{

return false;

}

}

public Boolean Withdraw(double amount)

{

if (amount > 0 && amount <= balance)

{

Console.WriteLine("Previous Balance: " + balance);

Console.WriteLine("Withdraw Amount: " + amount);

balance -= amount;

Console.WriteLine("Current Balance: " + balance);

return true;

}

else

{

return false;

}

}

public void ShowAccountInformation()

{

Console.WriteLine("Account Number:" +accountNumber,"Name: "+accountName,"Total Balance:"+balance);

}

~Account()

{

this.balance = 0;

}

}

}