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Cs1

Question 2

```
#include<iostream>
#include<string.h>
using namespace std;
class bank
{
      public:
            int account_no,display;
            float bal, deposit, with drawl;
            char acc_type[100],name[100];
            void getdata()
            {
                   cout<<"enter account holder name";</pre>
                   cin>>name;
                   cout<<"enter account number";
                   cin>>account_no;
                   cout<<"enter type of account";</pre>
                   cin>>acc_type;
                   cout<<"enter balance of your account";</pre>
```

```
cin>>bal;
      }
      void dep()
      {
             cout<<"enter money you want to deposit";</pre>
             cin>>deposit;
       bal=bal+deposit;
             }
void withdraw()
{
      cout<<"enter money you want to withdrawl";
      cin>>withdrawl;
      if(withdrawl<=bal)
      bal=bal-withdrawl;
      else
      cout<<"insuffiecient balance";</pre>
}
void disp()
{
      cout<<"account holder name\n"<<name;</pre>
```

```
cout<<"account number\n"<<account_no;</pre>
      cout<<"type of account\n"<<acc_type;</pre>
      cout<<"balance\n"<<bal;
}};
int main()
{;
      bank b;
      b.getdata();
      int n;
  do{
      cout<<"1.deposit\n"<<"2.withdrawl\n"<<"3.display\n";
      cout<<"enter your choice";</pre>
      cin>>n;
      switch(n)
      {
             case 1:
                   b.dep();
                   break;
```

```
case 2:
    b.withdraw();
    break;
case 3:
    b.disp();
    break;
    default:
        cout<<"iinvalid choice";
    break;
}while(n!=3);</pre>
```

```
enter account holder namechhavi
enter account number101
enter type of accountsbi
enter balance of your account10000
1.deposit2.withdraw13.displayenter your choice1
enter money you want to deposit1000
1.deposit2.withdraw13.displayenter your choice2
enter money you want to withdraw11000
1.deposit2.withdraw13.displayenter your choice3
account holder namechhaviaccount number101type of accountsbibalance10000
Process exited with return value 0
Press any key to continue . . .
```