PROPERTIES

```
class PiggyBank{
 constructor(){
   this._balance = 0;
   this._lt = 0;
 }

 get balance(){
    return this._balance;
 }

 set balance(val)
 {
   if(val >= 0)
   {
       this._balance = val;
       this._lt = val;
   }
 }

 deposit(v){
     if(v > 0){
       this._balance += v;
       this._lt = v;
     }
 }

 withdraw(v){
     if(v > 0 && v <= this._balance){
       this._balance -= v;
       this._lt = -v;
     }
 }

 statement(){
    console.log("Balance ⊕ " + this._balance);
    console.log("Last Transaction = " + this._lt);
```

✕   🔍

```
}

var pg1 = new PiggyBank();
pg1.balance = 500;
console.log("Property Balance = " + pg1.balance);
pg1.statement();
pg1.withdraw(25);
pg1.statement();
```

ⓘ