```
using System;
namespace ConsoleApp2
{
  class Program
    class Bank
      int accno;
      string accname;
      float balance;
      string acctype;
      public void CreateAccount()
        Console.Write("Enter Account Number: ");
        accno = int.Parse(Console.ReadLine());
        Console.Write("Enter Account Name: ");
        accname = Console.ReadLine();
        Console.Write("Enter Account Type: ");
        acctype = Console.ReadLine();
        Console.Write("Enter Initial Balance: ");
        balance = float.Parse(Console.ReadLine());
        Console.WriteLine("Account Created Successfully!\n");
      public void Deposit()
        Console.Write("Enter Deposit Amount: ");
       float amount = float.Parse(Console.ReadLine());
        balance += amount;
        Console.WriteLine("Deposit Successful!\n");
      public void Withdraw()
        Console.Write("Enter Withdrawal Amount: ");
       float amount = float.Parse(Console.ReadLine());
        if (balance - amount < 500)
          Console. WriteLine("Insufficient Balance or Minimum Balance of 500 Required!\n");
        else
          balance -= amount;
          Console.WriteLine("Withdrawal Successful!\n");
      public void DisplayAccount()
        Console.WriteLine("Account Number:" +accno);
        Console.WriteLine("Account Name: "+ accname);
        Console. WriteLine("Account Type: " + acctype);
        Console.WriteLine("Balance:" + balance);
```

```
class prog_bank
  public static void Main(String[] args)
    Bank bank = new Bank();
    bank.CreateAccount();
    Console.Clear();
    while (true)
       Console.WriteLine("1. Deposit");
      Console.WriteLine("2. Withdraw");
Console.WriteLine("3. Display Account");
Console.WriteLine("4. Exit");
       Console.Write("Choose an option: ");
       int choice = int.Parse(Console.ReadLine());
      switch (choice)
      {
         case 1:
           bank.Deposit();
           break;
         case 2:
           bank.Withdraw();
           break;
         case 3:
           bank.DisplayAccount();
           break;
         case 4:
           Environment.Exit(0);
           break;
         default:
           Console.WriteLine("Invalid Choice. Try Again!\n");
           break;
```