**Bank Account**

1. Create the BankAccount class with the following attributes:

● nr\_cont (type int) - account number (13 digits)

● name (str) - the name of the person holding the account

● balance (float) - the amount of money available in the account

2. Add the \_\_str\_\_ method to the **BankAccount** class

3. Add to the Bank Account class the balance view method, which must display only the account balance on the screen.

4. Add to the **BankAccount** class the **emit\_cash** method, which receives as a parameter input amount of money (of float type) that the buyer wants to withdraw. If there is enough money in the account, this money will be deducted from the account balance, and the method will return "you have withdrawn <amount> lei". If there is not enough money in the account, the method will return "Error. You do not have enough money in your account".

5. Add to the **BankAccount** class the **account\_feed** method, which receives an input parameter for the amount of money (of type float) that the buyer wants to put on the account Check if the sum is greater than zero. If so, the amount will need to be added to the account balance. If it is less than zero, a message is displayed of an error.

6. Add the **bank\_taxes** method to the **BankAccount** class, which will apply a 5% tax on the money available in the account.

7. Create the **transfer\_bank** function in the Python program, which will receive the parameters of entry **sender\_account** and **receiver\_account**(both are objects of the class Bank Account), and the amount of money to be transferred (float type). The function must withdraw the amount of money from the sending account and transfer it to the account beneficiary

Create 2 **BankAccount** type objects, and check if the transfer works