

Coding Challenge #4: Modeling a Bank Account

In this exercise, you will create a object of Bank Account and implement some of its methods which are given below. Try to solve it on your own and if you get stuck anywhere, you can always refer to the solution.

We'll cover the following ^

- Problem Statement
- Coding Exercise

Problem Statement

Create a Bank Account object with following properties:

- A `name` property set to “Alex”.
- A `balance` property set to 0.
- A `credit` method adding the (positive or negative) value passed as an argument to the account balance.
- A `describe` method returning the account description.

Coding Exercise

```
1 var account;
```

