

Project Name: UVU Bank Application

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Objective: Develop a console application for banking that allows creating and interacting with individual accounts.

Phase 1: Create account class and interface. Create a Program class to test functionality of account creation.

Classes & Interfaces:

- **Account Class:** A public class to store information and define all of the account interactions. It inherits from the IAccount interface and contains private values with getters and setters. Methods like PayInFunds and WithdrawFunds allow users to access and change their dollar amounts..
- **IAccount Interface:** A public interface to allow the user to interact with the account type. All fields will be accessed using getters and setters. Functions are defined by inheriting methods.
- **Program Class:** An internal class that handles input/output for the program. The user input is validated and prompted when the program is running.

UML

