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// Section 10

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace _5_OOP_Section_Assignment__BankAccount_
{
    internal class Program
    {
        static void Main(string[] args)
        {
            DateTime opendate = DateTime.Now;


            BankAccount b1 = new BankAccount(54865623, 1500, "mohammed", opendate);
            b1.Withdraw(500);
            b1.Deposite(1000);
            b1.Deposite(20000000);
            b1.Display();

            SpecialAccount s1 = new
SpecialAccount(456465454,258000,"ahmed",opendate,20000);
            s1.Withdraw(2000);
            s1.Display();

        }
    }
}



    internal class BankAccount
    {
        private int accountNum;
        private double balance;
        private string customerName;

        public DateTime Opendate { get; set; }


        public int AccountNum
        {
            get { return accountNum; }
            set { accountNum = value; }
        }

        public double Balance
        {
            get { return balance; }
            set { balance = value; }
        }

        public string CustomerName
        {
            get { return customerName; }
            set { customerName = value; }
        }

        public BankAccount(int accountNum, double balance, string customerName,
DateTime opendate)
        {
            this.AccountNum = accountNum;
            this.Balance = balance;
            this.CustomerName = customerName;
            this.Opendate = opendate;

        }

        public virtual void Display()
        {
            Console.WriteLine($"\nAccount Number: {AccountNum}\nBalance:
{Balance}\nCustomer Name: {CustomerName}\nTime: {Opendate}");
            Console.WriteLine();
        }

        public virtual void Withdraw(double amount)
        {
            if (balance == 0)
            {
                Console.WriteLine("There is no Money To Withdraw !");
                return;
            }
            else
            {

                balance -= amount;
                Console.WriteLine($"-- There is {amount}$ Withdrawed From Your
Account At {Opendate}\n## Your Current Balance is {balance}");
            }
        }
        public void Deposite(double amount)
        {
            balance += amount;
            Console.WriteLine($"++ There is {amount}$ Deposited To Your Account At
{Opendate}\n## Your Current Balance is {balance}");

        }

    }
    internal class SpecialAccount : BankAccount
    {
        private double overlimit;

        public double Overlimit
        {
            get { return overlimit; }
            set { overlimit = value; }
        }

        public SpecialAccount(int accountNum, double balance, string customerName,
DateTime opendate, double overlimit) : base (accountNum, balance, customerName,
opendate )
        {
            this.Overlimit = overlimit;
            Console.WriteLine("$$$ Hello And Welcome To Your *#Special#* Account");
        }

        public override  void Display()
        {
            Console.WriteLine();
            Console.WriteLine($"Account Number: {AccountNum}\nBalance:
{Balance}\nCustomer Name: {CustomerName}\nTime: {Opendate}\nThe Overlimit:
{Overlimit}");
            Console.WriteLine();
        }

        public override void Withdraw(double amount)
        {
            if (Balance == 0)
            {
                Console.WriteLine("There is no Money To Withdraw !");
                return;
            }
            else
            {
                if (amount  < Overlimit)
                {
                    Balance -= amount;
                    Console.WriteLine($"-- There is {amount}$ Withdrawed From Your
*#Special#* Account At {Opendate}\n## Your Current Balance is {Balance}");

                }
                else
                {
                    Console.WriteLine($"You Have a Withdraw Limit = {overlimit}, You
Can't Excced It\n--> Try Withdrawing Fewer Amount");
                }
            }
        }
    }
```