

# **OBJECT ORIENTED PROGRAMMING**

## **Assignment #4**



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## Git Hub Link:

<https://github.com/Muhammad-Abbas-macc/OOP-Assignment-4.git>

## Code:

```
#include <iostream>
#include <string>

using namespace std;

class BankAccount {
private:
    string accountHolder;
    double balance;

public:
    // Constructor - throws exception if balance is negative
    BankAccount(string name, double initialBalance) {
        cout << "Constructor Creating account for: " << name << endl;

        if (initialBalance < 0) {
            cout << "Constructor Error: Negative balance!" << endl;
            throw string("Cannot create account with negative
balance!");
        }

        accountHolder = name;
        balance = initialBalance;
        cout << "Constructor Account created! Balance: " <<
balance << endl;
    }

    ~BankAccount() {
        cout << "Destructor Deleting account: " << accountHolder
<< endl;
    }

    void withdraw(double amount) {
        cout << "Trying to withdraw : " << amount << endl;

        if (amount > balance) {
            cout << "Error: Not enough money!" << endl;
            throw string("Insufficient funds!");
        }

        balance = balance - amount;
        cout << "Successful! Withdraw $" << amount << endl;
    }
}
```

```

        cout << "New balance: $" << balance << endl;
    }

    void display() {
        cout << "--- Account Info ---" << endl;
        cout << "Name: " << accountHolder << endl;
        cout << "Balance: $" << balance << endl;
        cout << "-----" << endl;
    }
};

int main() {
    cout << "Valid Account" << endl;
    cout << "-----" << endl;

    BankAccount* acc1 = nullptr;

    try {
        acc1 = new BankAccount("Ali", 1500.6);
        acc1->display();
        acc1->withdraw(200.0);
        acc1->display();

        delete acc1;
        acc1 = nullptr;
    }
    catch (string error) {
        cout << "Caught error: " << error << endl;
        if (acc1 != nullptr) {
            delete acc1;
        }
    }
}

cout << endl;
cout << "Negative Balance (ERROR)" << endl;
cout << "-----" << endl;

BankAccount* acc2 = nullptr;

try {
    acc2 = new BankAccount("Samir", -500.0);
    acc2->display();
}
catch (string error) {
    cout << " Caught error: " << error << endl;
    cout << " Account was not created.\n" << endl;
}

cout << endl;
cout << "Withdraw Too Much (ERROR)\n";
cout << "-----" << endl;

```

```
BankAccount* acc3 = nullptr;

try {
    acc3 = new BankAccount("Kashif", 300.0);
    acc3->display();

    acc3->withdraw(100.0);
    acc3->display();

    acc3->withdraw(500.0); // This will throw exception!

    acc3->display();
}
catch (string error) {
    cout << "Caught error: " << error << endl;
    if (acc3 != nullptr) {
        acc3->display();
        delete acc3;
    }
}
return 0;
}
```

```
Microsoft Visual Studio Debug X + ▾ - ⌂ ×
```

Withdraw Too Much (ERROR)

-----

Constructor Creating account for: Kashif  
Constructor Account created! Balance: 300  
--- Account Info ---  
Name: Kashif  
Balance: \$300

-----

Trying to withdraw : 100  
Successful! Withdraw \$100  
New balance: \$200  
--- Account Info ---  
Name: Kashif  
Balance: \$200

-----

Trying to withdraw : 500  
Error: Not enough money!  
Caught error: Insufficient funds!  
--- Account Info ---  
Name: Kashif  
Balance: \$200

-----

Destructor Deleting account: Kashif

C:\Users\azb79\source\repos\Project14\x64\Debug\Project14.exe (process 11196) exited with code 0 (0x0).  
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.  
Press any key to close this window . . .

# Assignment #4:-

## Code:-

```
#include <iostream>
#include<string>
using namespace std;

class BankAccount {
private:
    string accountHolder;
    double balance;

public:
    //Constructor throws exception if balance is negative
    BankAccount(string name, double initialBalance) {
        cout << "Constructor creating account for :" << name << endl;
        if (initialBalance < 0) {
            cout << "Constructor Error : Negative Balance! " << endl;
            throw string("Cannot create account with negative balance!");
        }
        accountHolder = name;
        balance = initialBalance;
        cout << "Constructor Account created ! Balance : " << balance << endl;
    }

    ~BankAccount() {
        cout << "Destruor Deleting account : " << accountHolder << endl;
    }
}
```

```
void withdraw(double amount) {
    cout << "Trying to withdraw: " << amount << endl;
    if (amount > balance) {
        cout << "Error: Not enough money!" << endl;
        throw string("Insufficient funds!");
    }
    balance = balance - amount;
    cout << "Successful! Withdraw $" << amount << endl;
    cout << "New balance: $" << balance << endl;
}

void display() {
    cout << "---- Account Info ----" << endl;
    cout << "Name: " << accountHolder << endl;
    cout << "Balance: $" << balance << endl;
    cout << "-----" << endl;
}

int main() {
    cout << "Valid Account" << endl;
    cout << "-----" << endl;
    BankAccount *acc1 = nullptr;
```

```

try {
    acc1 = new BankAccount ("Ali", 1500.0);
    acc1->display();
    acc1->withdraw(200.0);
    acc1->display();
    delete acc1;
    acc1 = nullptr;
}

catch (string error) {
    cout << "(caught error)" << error << endl;
    if (acc1 != nullptr) {
        delete acc1;
    }
}

cout << endl;
cout << "Negative Balance (error)" << endl;
cout << "-----" << endl;

try {
    acc2 = new BankAccount ("Samir", -500.0);
    acc2->display(); // This will not run.
}

catch (string error) {
    cout << "Caught error : " << error << endl;
    cout << "Account was not created.\n" << endl;
}

```

```

cout << endl;
cout << "Withdraw too Much (ERROR) " << endl;
cout << "----- " << endl;

BankAccount *acc3 = nullptr;
try {
    acc3 = new BankAccount ("Kashif", 300.0);
    acc3 -> display();
    acc3 -> withdraw(100.0);
    acc3 -> display();
    acc3 -> withdraw(300.0); // This will throw exception!
    acc3 -> display();
}
catch (string error) {
    cout << "Caught error: " << error << endl;
    if (acc3 != nullptr) {
        acc3 -> display();
        delete acc3;
    }
}
return 0;
}

```