

Assignment_02C#

1. Abstraction:

- Create an abstract class BankAccount with abstract methods Deposit() and Withdraw().
- Implement these methods in two classes: SavingsAccount and CheckingAccount.
- Provide specific implementations for these methods in each class.

2. Interfaces:

- Define an interface IPayment with methods ProcessPayment() and PrintReceipt().
- Implement this interface in CreditCardPayment and CashPayment classes.
- Show how both payment types can be used in the same way through the interface.

3. Structures (Structs):

- Define a struct Point with fields X and Y.
- Implement a Move() method to change these coordinates.
- Create and manipulate instances of Point to see how structs work.

4. Enumeration (Enum):

- Create an enum Days representing the days of the week.
- Write a method that takes a Days enum as a parameter and prints a message based on the day.

- Use the enum in the method and see how it simplifies your code.

5. Static Types

- Define a static class MathUtilities that contains a static method Square(int number) to return the square of a number.
- In the Main method, call MathUtilities.Square and display the result.