# Here's an Object-Oriented Programming (OOP) project idea in Python:

**Project: Bank Account System**

**Create a Bank Account System using OOP principles in Python. The system should allow users to:**

1. Create accounts (Savings, Checking, or Credit)

2. Deposit and withdraw money

3. Check account balances

4. Transfer money between accounts

5. Generate account statements

**Requirements:**

**- Define classes for:**

- Account (base class)

- SavingsAccount (subclass)

- CheckingAccount (subclass)

- CreditAccount (subclass)

- Use encapsulation to hide account details

- Implement inheritance for shared attributes and methods

- Use polymorphism for account-specific behavior (e.g., interest calculation)

- Create a Bank class to manage accounts and transactions

**Example usage:**

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1. Create account

2. Deposit money

3. Withdraw money

4. Check balance

5. Transfer money

6. Generate statement

7. Quit

**Choose an option: 1**

Enter account type (Savings, Checking, and Credit): Savings

Account created!

**Choose an option: 2**

Enter amount to deposit: 500

Deposit successful!

**Choose an option: 3**

Enter amount to withdraw: 200

Withdraw Successful, New Balance: 1300

**Choose an option: 4**

Account balance: 1500

**Choose an option: 5**

Enter source account (Savings, Checking, and Credit): Savings

Enter destination account (Savings, Checking, and Credit): Checking

Enter amount to transfer: 300

Transfer successful! New balances:

Savings: 1000

Checking: 300

**Choose an option: 6**

Statement:

Date | Transaction | Balance

2024-05-27 | Deposit | 1000

2024-05-27 | Deposit | 1500

2024-05-27 | Withdrawal | 1300

2024-05-27 | Transfer | 1000 (Savings)

2024-05-27 | Transfer | 300 (Checking)

**Choose an option: 7**

Goodbye!

```

This project should help you apply OOP concepts like classes, inheritance, polymorphism, and encapsulation in a real-world scenario. Good luck!