Namespace Bank.Domain

Classes

BankAccount

Represents a bank account with basic debit and credit operations.

Class BankAccount

Namespace: <u>Bank, Domain</u>
Assembly: Bank, Domain, dll

Represents a bank account with basic debit and credit operations.

public class BankAccount

Inheritance

<u>object</u> < BankAccount

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.T$

Constructors

BankAccount(string, double)

Initializes a new instance of the BankAccount class.

public BankAccount(string customerName, double balance)

Parameters

customerName <u>string</u>♂

The name of the customer.

The initial balance.

Fields

DebitAmountExceedsBalanceMessage

Message shown when debit amount exceeds balance.

```
public const string DebitAmountExceedsBalanceMessage = "Debit amount exceeds balance"
```

Field Value

De bit Amount Less Than Zero Message

Message shown when debit amount is less than zero.

```
public const string DebitAmountLessThanZeroMessage = "Debit amount is less than zero"
```

Field Value

Properties

Balance

Gets the current balance.

```
public double Balance { get; }
```

Property Value

CustomerName

Gets the name of the customer.

```
public string CustomerName { get; }
```

Property Value

Methods

Credit(double)

Credits the specified amount to the account.

```
public void Credit(double amount)
```

Parameters

amount <u>double</u> □

The amount to credit.

Exceptions

<u>ArgumentOutOfRangeException</u>

☑

Thrown when amount is less than zero.

Debit(double)

Debits the specified amount from the account.

```
public void Debit(double amount)
```

Parameters

amount <u>double</u> □

The amount to debit.

Exceptions

 $\underline{ArgumentOutOfRangeException} \, {\trianglerighteq}$

Thrown when amount is less than zero or exceeds balance.