function deposit(uint \_amount) public {  
 uint oldBalance = balance;  
 uint newBalance = balance + \_amount;  
require(newBalance >= oldBalance, "Overflow");  
balance = newBalance;  
assert(balance >= oldBalance);  
}  
function withdraw(uint \_amount) public {  
 uint oldBalance = balance;  
require(balance >= \_amount, "Underflow");  
if (balance < \_amount) {  
 revert("Underflow");  
 }  
balance -= \_amount;  
assert(balance <= oldBalance);  
}