Challenge 3: Implement a Banking Application Using Polymorphism

In this challenge, you have to implement a basic banking application by implementing the Account class along with two derived classes, SavingsAccount and CheckingAccount.

WE'LL COVER THE FOLLOWING ^

- Problem Statement
 - Input
 - Output
 - Sample Input
 - Sample Output
- Coding Exercise

Problem Statement

Write a code that has:

- A base class named Account.
 - Inside it define:
 - A field, private double _balance
 - A protected property, Balance, to access the balance
 - public virtual bool Withdraw(double amount)
 - public virtual bool Deposit(double amount)
 - public virtual void PrintBalance()
- Then, there are **two derived** *classes*
 - SavingsAccount class has:
 - A private field _interestRate set to **0.8**

- An overridden Withdraw() method that deducts amount from balance with interestRate only if enough balance is available.
 The withdrawal amount should be greater than zero.
 - Returns true if the transaction was successful and false otherwise.
- An overridden Deposit() method that adds amount to balance with interestRate and also checks if the amount to be deposited is greater than zero
 - Returns true if the transaction was successful and false otherwise.
- PrintBalance() displays the balance in the account
- CheckingAccount class has:
 - An overridden Withdraw() method that deducts amount from balance only if enough balance is available and the withdrawal amount should be greater than zero
 - Returns true if the transaction was successful and false otherwise.
 - An overridden Deposit() method that adds amount in balance and also checks if the amount to be deposited is greater than zero
 - Returns true if the transaction was successful and false otherwise.
 - PrintBalance() displays the balance in the account

For SavingsAccount:

 $WithdrawalFormula: Balance = Balance - (amount + (amount * interest)) \ DepositFormula: Balance = Balance + (amount + (amount * interestrate)) \ DepositFormula: Balance = Balance + (amount + (amount * interestrate)) \ DepositFormula: Balance = Balance + (amount * interestrate) \ DepositFormula: Balance + (amount * interestrate) \ Deposi$

- In the Savings class, Balance is set to 5000 using the base() parametrized constructor
- In the Current class, Balance is set to 5000 using the base() parametrized constructor

Output

- Balance before withdrawal from the savings account
- Balance after withdrawal from the savings account
- Balance before withdrawal from the current account
- Balance after withdrawal from the current account

Sample Input

```
Account SAccount = new SavingsAccount(5000);

// creating saving account object
SAccount.Deposit(1000);
SAccount.PrintBalance();

SAccount.Withdraw(3000);
SAccount.PrintBalance();

// creating checking account object
Account CAccount = new CheckingAccount(5000);
CAccount.Deposit(1000);
CAccount.PrintBalance();

CAccount.Withdraw(3000);
CAccount.PrintBalance();
```

Sample Output

```
The saving account balance is: 6800
The saving account balance is: 1400
```

Coding Exercise

First, take a close look and design a step-by-step algorithm before jumping to the implementation. This problem is designed for practice, so try to solve it on your own. If you get stuck, you can always refer to the solution provided in the solution review.

Good luck!

Note: Uncomment the block written in the Main() method to test your code.

```
Exercise
                Solution
// Implement classes here
class Demo {
  public static void Main(string[] args) {
      //Uncomment the below block to test your code
      Account SAccount = new SavingsAccount(5000);
      // Creating saving account object
      SAccount.Deposit(1000);
      SAccount.PrintBalance();
      SAccount.Withdraw(3000);
      SAccount.PrintBalance();
      Console.WriteLine();
      // Creating checking account object
      Account CAccount = new CheckingAccount(5000);
      CAccount.Deposit(1000);
      CAccount.PrintBalance();
      CAccount.Withdraw(3000);
      CAccount.PrintBalance();
  }
}
```







The solution will be explained in the next lesson.