```
... Programacion\00-RepasoCurso\RepasoCurso\Account.cs
```

```
1
```

```
1 namespace RepasoCurso
2 {
3
        public class Account
4
 5
            private string _code;
6
            private string _owner;
            private double _quantity;
7
8
9
            public string Code => _code;
10
            public string Owner
11
12
                get { return _owner; }
13
                set { _owner = value; }
14
            }
15
            public double Quantity => _quantity;
16
17
            public Account()
18
19
            }
20
21
            public Account(string code, string owner, double quantity)
22
23
24
                _code = code;
25
                _owner = owner;
26
                _quantity = quantity;
            }
27
28
            public void IngressQuantity(double quantity)
29
30
31
                if (quantity < 0)</pre>
32
                     return;
33
                _quantity += quantity;
            }
34
35
            public double RemoveQuantity(double quantity)
36
37
38
                if (quantity < 0)</pre>
                     return 0.0;
39
40
                if(_quantity - quantity < 0)</pre>
41
                     _quantity = 0;
42
43
                     return _quantity - quantity;
44
45
                _quantity -= quantity;
46
                return quantity;
            }
47
48
49
            public override string ToString()
50
            {
                return $"La cuenta de codigo {_code} con propietario
51
                  {_owner}, contiene {_quantity}";
            }
52
```

```
\dots \verb| Programacion\\ \\ 00-RepasoCurso\\ \\ RepasoCurso\\ \\ Account.cs
```

```
53
           public Account Clone()
54
55
           {
56
               Account result = new Account();
               result._code = _code;
57
58
               result._owner = _owner;
59
               result._quantity = _quantity;
60
               return result;
61
           }
62
       }
63 }
64
```