an account balance, then display appropriate message and do not carry out withdraw.

```
/*Program-99: Code to define and use an account type class */
#include<iostream.h>
class account { int acc;          // Account Number declared as private
                char name[30];    // Account holder name declared as private
                float balance;    // Account balance declared as private
                public:
                  void setData()                    // setData() function defined
                     {cout << "\nEnter account number: ";    cin >> acc;
                      cout << "\nEnter Name of customer: ";
                      fflush(stdin);
                      gets(name);
                      cout << "\nEnter starting balance: ";  cin >> balance;
                     }
                  void display() const              // display() function defined
                    { cout << "\nAccount No.: " << acc;
                      cout << "\nCustomer Name: " << name;
                      cout << "\nAccount balance: Rs." << balance;
                    }
                  void deposit( float amt )         // deposit() function defined
                    { balance = balance + amt;      // balance gets incremented by amt
                      cout << "\nBalance after deposit = Rs." << balance;
                    }
                  float getBalance() const          // getBalance() function defined
                    { return balance; }
                  void withdraw( float amt )        // withdraw() function defined
                    { if (balance >= amt)           // if balance is more than amount
                         {balance = balance - amt; // balance gets decreased by amt
                          cout << "\nBalance after withdrawal = Rs." << balance;
                         }
                       else
                          cout << "\nWithdrawal not possible. Balance = Rs." << balance;
                    }
              };
int main()
 {account a;              //account type object declared
  a.setData();            //data set for account a
  a.display();            //data displayed for account a
  a.deposit(500.00);      //amount 500.00 deposited to account a
  a.deposit(300.00);      //amount 300.00 deposited to account a
  a.withdraw(600.00);     //amount 600.00 withdrawn from account a
  a.withdraw(2000.00);    //amount 2000.00 withdrawn from account a
  return 0;
 }
```

```
/*Program-100: Code to define and use an employee type class */
#include<iostream.h>
class employee {int empID;                          // Employee ID declared as private
                char name[30];                      // Employee name declared as private
                float basic;                        // basic salary declared as private
                float totalSalary()      // totalSalary() function defined as private
                   {float x, total;      // Local variables to calculate total salary
                    x = basic + 0.4*basic + 0.2*basic;  //Basic + DA + HRA added
                    total = x - 0.06*x;             //Provident fund subtracted
                    return total;                   //Total calculated salary returned
                   }
                public:
                  void setData()                    // setData() function defined
                    {cout << "\nEnter employee ID: "; cin >> empID;
                     cout << "\nEnter Name of employee: "; fflush(stdin); gets(name);
                     cout << "\nEnter basic salary: "; cin >> basic;
                    }
                  void display()                    // display() function defined
                    { cout << "\nEmployee ID: " << empID << ", Name: " << name;
                      cout << "\nTotal monthly salary: Rs." << totalSalary();
                    }
               };
int main()
 {employee e;      //employee type object declared
  e.setData();     //employee data of employee e set
  e.display();     //employee data of employee e displayed
  return 0;
 }
```