using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading;

using System.Threading.Tasks;

namespace DotNet\_3

{

public class Program

{

static void Main(string[] args)

{

Account account = new Account() { account\_number = "1234567890", customer\_name = "Raguvaran", customer\_address = "XYZ", balance = 10000 };

Thread[] thread = new Thread[2];

Console.WriteLine("-------------Thread Withdraw---------");

thread[0] = new Thread(new ThreadStart(account.WithDraw));

account.withdrawAmount = 2000.00;

thread[0].Name = "Thread 1 ";

Console.WriteLine("-------------Thread Deposit---------");

thread[1] = new Thread(new ThreadStart(account.Deposit));

account.depositAmount = 1000.00;

thread[1].Name = "Thread 2 ";

foreach (Thread t in thread)

{

t.Start();

}

Console.ReadLine();

}

}

public class Account

{

public string account\_number { get; set; }

public string customer\_name { get; set; }

public string customer\_address { get; set; }

public double balance { get; set; }

public double depositAmount { get; set; }

public double withdrawAmount { get; set; }

public void WithDraw()

{

Monitor.Enter(this);

Console.WriteLine("----------------WithDraw Starts-------------------");

if (this.balance > this.withdrawAmount)

{

Thread.Sleep(1000);

Console.WriteLine("Thread : " + Thread.CurrentThread.Name);

Console.WriteLine("Balance before withdraw : " + this.balance);

Console.WriteLine("Amount to be withdraw : " + this.withdrawAmount);

this.balance = this.balance - this.withdrawAmount;

Console.WriteLine("Amount Withdrawn");

Console.WriteLine("Balance After withdraw : " + this.balance);

}

else

{

Console.WriteLine("Insufficent Balance in account {0} with Amount {1}", this.account\_number, this.balance);

}

Monitor.Exit(this);

Console.WriteLine("----------------WithDraw Ends-------------------");

}

public void Deposit()

{

Monitor.Enter(this);

Console.WriteLine("----------------Deposit Starts-------------------");

if (this.depositAmount > 0)

{

Thread.Sleep(1000);

Console.WriteLine("Thread : " + Thread.CurrentThread.Name);

Console.WriteLine("Balance before deposit : " + this.balance);

Console.WriteLine("Amount to be deposit : " + this.depositAmount);

this.balance = this.balance + this.depositAmount;

Console.WriteLine("Amount Deposited");

Console.WriteLine("Balance After deposit : " + this.balance);

}

else

{

Console.WriteLine("No amount {1} to deposit in account {0} ", this.account\_number, this.balance);

}

Monitor.Exit(this);

Console.WriteLine("----------------Deposit Ends-------------------");

}

}

}

**Output:**

