write a java program to create a class as bank account with methods called deposite ()
andwithdraw () create a subclass called savings account that override the withdraw ()
method to parent withdraw if the account balance fails below one hundred

```
PROGRAM:
```

```
class BankAccount {
  protected double balance;
  public BankAccount(double initialBalance) {
    this.balance = initialBalance;
  }
  public void deposit(double amount) {
    if (amount > 0) {
      balance += amount;
      System.out.println("Deposited: " + amount);
      System.out.println("New balance: " + balance);
    } else {
      System.out.println("Deposit amount must be positive");
    }
  }
  public void withdraw(double amount) {
    if (amount > 0 && amount <= balance) {
      balance -= amount;
      System.out.println("Withdrew: " + amount);
      System.out.println("New balance: " + balance);
    } else {
      System.out.println("Withdrawal amount must be positive and less than or equal to the
current balance");
    }
  }
```

```
public double getBalance() {
    return balance;
  }
}
class SavingsAccount extends BankAccount {
  public SavingsAccount(double initialBalance) {
    super(initialBalance);
  }
  @Override
  public void withdraw(double amount) {
    if (balance - amount >= 100) {
      super.withdraw(amount);
    } else {
      System.out.println("Cannot withdraw. Balance would fall below $100");
    }
  }
}
public class Main {
  public static void main(String[] args) {
    SavingsAccount savings = new SavingsAccount(500);
    savings.deposit(200); // Deposits 200, new balance should be 700
    savings.withdraw(150); // Withdraws 150, new balance should be 550
    savings.withdraw(460); // Tries to withdraw 460, but should be blocked since it would bring
the balance below 100
    savings.withdraw(50); // Withdraws 50, new balance should be 500
  }
}
```

## OUTPUT:

Deposited: 200.0 New balance: 700.0 Withdrew: 150.0

New balance: 550.0

Cannot withdraw. Balance would fall below \$100

Withdrew: 50.0

New balance: 500.0