

# Bank Accounts

Write a program that accepts bank transactions and prints out the balance of an account afterwards.

## PROGRAM DESIGN

Create a class named **bankAccount**. A bank account should have the following attributes: `accNumber`, `balance`, and `dateOpened`. This class should also have the option to do the following transactions: deposit, withdraw and drop. Initially there is only one `bankAccount` active in the program.

Depositing adds to a current `bankAccount`'s balance, while withdrawing – does otherwise. Dropping would delete all details about the *current* `bankAccount`.

Refer to the following class diagram for more details about the current `bankAccount`:

<b>bankAccount</b>
<b>accNumber = 1</b> <b>balance = 1515</b> <b>dateOpened = "10/27/1987"</b>
<code>deposit(dep)</code> <code>withdraw(wd)</code> <code>drop(accNumber)</code>

Name this exercise as *LastName\_prefExero01.py*

## INPUT

The input would be a string that contains the following data: the transaction to be done (dep – for deposit, wd – for withdraw and drop – for drop), the `accNumber`, and how much to be withdraw or deposited (0 if drop is involved). These data are separated by spaces.

## OUTPUT

Once the user enters the input, the program should be print an output based on the transaction and the amount provided by the user. However, if the user misspells or enters a non-existent transaction, the text “Invalid Transaction!” should be displayed.

## SAMPLE INPUT

```
dep 1 1000
wd 1 1516
wd 1 1515
drop 1 0
depo 1 21000
```

## SAMPLE OUTPUT

```
2515
-1
0
0
Invalid Transaction!
```