

Homework 3

First: remember this exercise here: <http://www.codinghomework.com/c-exercise-vending-machine-using-oop-objects-classes-methods/>

1. Create a class called BankCard
2. Create fields:
 - a. Balance (displays the amount of money on the account)
 - b. CardType (Can be „maestro“ or „visa“)
 - c. CardNumber (numeric value of 8 digits; for example „12345678“)
3. Create constructors:
 - a. Default constructor which sets the balance as 0 and card type as „visa“
 - b. Constructor BankCard(int balance, string cardType) which sets the balance and card type according to given values
4. Create methods:
 - a. Method for setting the card number; if entered value is not 8 digits long or not numeric then the method displays „invalid value, the correct format is 8 digits“. If entered value is correct then card number is set and also printed out. This method takes 1 parameter for card number.
 - b. Method for printing out card type
 - c. Method for printing out balance
 - d. Method for adding money to account (to increase the balance), the amount to add is entered as parameter
 - e. Method for subtracting money from account (to decrease the balance), if balance gets smaller than 0 then method displays „Cannot do this operation, not sufficient funds“ and balance will not be changed. The amount to subtract is entered as parameter
5. In main method:
 - a. Create 2 objects of the bank card class using different constructors
 - b. Try calling the method for setting card number (4a) with both correct and incorrect values.
 - c. Call out method for adding money (4d) and then method for printing out balance (4c) to see if balance was changed
 - d. Call out method for subtracting money (4e) and also create a situation where balance would be negative

NB! Dont use Console.ReadLine() to give values; give them yourself in main method. For example:

```
Card1.SetCardNumber(xyz);
```

All methods must have the same parameters as stated in the task!