using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplication21

{

class BankAccount

{

private decimal balance;

public BankAccount(decimal initialBalance)

{

balance = initialBalance;

}

// Overloading unary minus operator

public static BankAccount operator -(BankAccount account)

{

Console.WriteLine("Enter the amount to withdraw:");

string input = Console.ReadLine();

decimal amountToWithdraw;

if (!Decimal.TryParse(input, out amountToWithdraw))

{

Console.WriteLine("Invalid amount. Withdrawal aborted.");

return account;

}

if (amountToWithdraw <= 0)

{

Console.WriteLine("Invalid amount. Withdrawal amount must be greater than zero.");

return account;

}

if (amountToWithdraw > account.balance)

{

Console.WriteLine("Insufficient funds. Withdrawal aborted.");

return account;

}

account.balance -= amountToWithdraw;

Console.WriteLine("Withdrawal of $" + amountToWithdraw + " successful.");

return account;

}

public decimal Balance

{

get { return balance; }

}

}

class Program

{

static void Main(string[] args)

{

BankAccount account = new BankAccount(1000);

Console.WriteLine("Initial Balance: $" + account.Balance);

// Using unary minus operator to withdraw money

account = -account;

Console.WriteLine("Updated Balance: $" + account.Balance);

// Prompt the user to press a key before exiting

Console.WriteLine("Press any key to exit...");

Console.ReadKey();

}

}

}

