using System;

namespace BankApp

{

public class Account

{

private int account\_number;

private string account\_type;

private string currency;

private double initialBalance;

public Account(int account\_number, string account\_type, string currency)

{

this.account\_number = account\_number;

this.account\_type = account\_type;

this.currency = currency;

if (currency.ToLower().Equals("frw"))

{

this.initialBalance = 50000;

}else if (currency.ToLower().Equals("usd") || currency.ToLower().Equals("euro"))

{

this.initialBalance = 50;

}

}

public void deposit(double amount)

{

if (amount != 0)

{

initialBalance = initialBalance + amount;

Console.WriteLine($"your new balance is {initialBalance}");

}

else

{

Console.WriteLine("Sorry you can not deposit 0 amount");

}

}

public void withdraw(double amount)

{

if (amount <= initialBalance)

{

if (amount!= 0)

{

initialBalance = initialBalance - amount;

Console.WriteLine($"your new balance is {initialBalance}");

}

else

{

Console.WriteLine("You can not withdraw with 0 amount");

}

}

else

{

Console.WriteLine("Insufficient balance on your account");

}

}

}

}