```csharp
internal interface IBankAccount
{
    string ClientName { get; }
    int AccountId { get; }
    double Balance { get; set; }

    List<string> LogData { get; set; }

    void ShowAccountData();

    void Deposit(double amount);

    void Withdraw(double amount);

}
```

Use this interface to create a system for bank with two classes SavingAccount and CheckingAccount;

This is the constructor you should use for both accounts

```csharp
public SavingAccount(string name,int id)
{
    ClientName = name;
    AccountId = id;
    Balance = 0;
    LogData = new List<string>();
}
```

And use this method to show account data

```csharp
public void ShowAccountData()
{
                Console.WriteLine($"This account is for {ClientName} – Id:
        {AccountId} – Current Balance: {Balance}\n\nLog
        History:\n\n{string.Join("\n",LogData)}");
}
```

The saving account has constant field called maxWithdrawPerDay = 8000;

If you withdrawn more than 8000 the system doesn't allow that and store a message in logData

If you withdraw more than the balance the system doesn't allow that and stores a message in LogData

Each process the client make stores the result in LogData

The other class is called CheckingAccount

It has the same properties for the previous account but with no max withdraw limit per day