

Exam No: 02
Topic: OOP
Date: 8th September, 2025

Design a bKash Mobile Banking System using Object-Oriented Programming principles. A customer should be able to open an account with details such as name, phone number, and balance. Each type of transaction (Cash In, Cash Out, Send Money) should be implemented separately, but they must also share a common structure. The balance of the account must always remain secure and cannot be directly modified from outside the class; it should only be updated through specific methods. During any transaction, the system must check whether the balance is sufficient; if not, an error message should be shown; otherwise, the transaction will complete successfully, and the updated balance should be displayed.

Q1: If I print object of any class it will give output of all properties of self object from constructor

Q2: During sending money I will give input of the receiver number, amount. The output will be sending amount, receivers number, date/time, transaction id, current balance

Q3: implement cashout process same as a send money format

Q4: if possible apply otp logic during each transaction.

Q5: How not to access or modify balance property outside the class. So we need to access balance by calling methods.