This file will contain the definition of a ***bank account***. Object oriented programming organizes ode by creating types in the form of ***classes***. These classes contain the code that represents a specific entity. The BankAccount class represents a bank account. The code implements specific operations through methods and properties. In this tutorial, the bank account supports this behavior:

1. It has a 10-digit number that uniquely identifies the bank account
2. It has a string that stores the name or names of the owners
3. The balance can be retrieved
4. It accepts deposits
5. It accepts withdrawals
6. The initial balance must be positive
7. Withdrawals cannot result in a negative balance