

ASSIGNMENT 2

- Create a class named bankCustomer that have 3 private fields:
 - Id: It will be generated automatically and shows the order of the customer in the bank (starts from 1 and cannot be changed)
 - Name: cannot be changed
 - Balance: have 3 methods (get, add, subtractIfPossible)
- Create a constructor to initialize the name of the customer.
- Create a static method that print the number of customers and the bank balance
- Note: The balance is initiated at 0 and cannot be negative.
- Use underscore character (_) at the beginning of a variable to make it private: _Name

bankCustomer.dart

```
class bankCustomer {  
  ...  
}
```

main.dart

```
import 'bankCustomer.dart';  
void main() {  
  var c1 = bankCustomer ("Isaac Asimov"),  
      c2 = bankCustomer ("Ihsan Oktay Anar"),  
      c3 = bankCustomer ("Jose Saramago"),  
      c4 = bankCustomer ("Aldous Huxley");  
  print(c1.getName());  
  c1.addToBalance(341.5);  
  c2.addToBalance(500);  
  c3.addToBalance(233);  
  print(c3.getBalance());  
  print(c4.getBalance());  
  bankCustomer .printBankData();  
  c2.subtractIfPossible(100);  
  print(c2.getBalance());  
  c3.subtractIfPossible(300);  
  print(c3.getBalance());  
  bankCustomer .printBankData();  
}
```