```
pragma solidity ^0.8.0;
contract BankContract{
struct client_account{
int client id;
address client address;
uint client_balance_in_ether;
client account[] clients;
int clientCounter;
address payable manager;
mapping(address => uint) public interestDate;
modifier onlyManager() {
require(msg.sender == manager,"Only manager can call this!");
_;
modifier onlyClients() {
bool isclient = false;
for(uint i=0;i<clients.length;i++){</pre>
if(clients[i].client_address == msg.sender){
isclient = true;
break;
require(isclient, "Only clients can call this!");
constructor() public{
clientCounter = 0;
receive() external payable {}
function setManager(address managerAddress)
public returns(string memory){
manager = payable(managerAddress);
return "";
function joinAsClient() public payable
returns(string memory){
interestDate[msg.sender] = block.timestamp;
clients.push(client_account(clientCounter++, msg.sender,
address(this).balance));
return "";
function deposit() public payable onlyClients{
payable(address(this)).transfer(msg.value);
function withdraw(uint amount) public payable
```

```
onlyClients{
payable(msg.sender).transfer(amount * 1 ether);
}
function sendInterest() public payable
onlyManager{
for(uint i=0;i<clients.length;i++){
   address initialAddress = clients[i].client_address;
   uint lastInterestDate = interestDate[initialAddress];
   if(block.timestamp < lastInterestDate + 10 seconds){
   revert("It's just been less than 10 seconds!");
}
payable(initialAddress).transfer(1 ether);
interestDate[initialAddress] = block.timestamp;
}
}
function getContractBalance() public view
   returns(uint){
   return address(this).balance;
}
</pre>
```

OUTPUT:





