**Directions:**

Using the given object:

**var** savingsAccount = {

balance: 1000,

interestRatePercent: 1,

deposit: **function** **addMoney**(amount) {

**if** (amount > 0) {

savingsAccount.balance += amount;

}

},

withdraw: **function** **removeMoney**(amount) {

**var** verifyBalance = savingsAccount.balance - amount;

**if** (amount > 0 && verifyBalance >= 0) {

savingsAccount.balance -= amount;

}

}

};

add a printAccountSummary() method that returns the following account message:

Welcome!

Your balance is currently $1000 and your interest rate is 1%.

**Your Code:**

/\*

\* Programming Quiz: Bank Accounts 1 (7-3)

\*/

/\*

\* QUIZ REQUIREMENTS

\* - Your code should have an object `savingsAccount`

\* - Your `savingsAccount` object should have the `balance` and `interestRatePercent` property

\* - Your `savingsAccount` object should have a `printAccountSummary()` method

\* - Your `printAccountSummary()` method should return the EXACT expected message

\* - BE CAREFUL ABOUT THE PUNCTUATION, SPACES, AND EXACT WORDS TO BE PRINTED.

\*/

var savingsAccount = {

balance: 1000,

interestRatePercent: 1,

deposit: function addMoney(amount) {

if (amount > 0) {

savingsAccount.balance += amount;

}

},

withdraw: function removeMoney(amount) {

var verifyBalance = savingsAccount.balance - amount;

if (amount > 0 && verifyBalance >= 0) {

savingsAccount.balance -= amount;

}

},

// your code goes here

printAccountSummary: function() {

return "Welcome!\nYour balance is currently $" +savingsAccount.balance+ " and your interest rate is " +savingsAccount.interestRatePercent+"%.";

}

};

console.log(savingsAccount.printAccountSummary());

### QUIZ QUESTION

Which of the following are valid ways to access properties and call methods from the savingsAccount object?

* savingsAccount.balance;
* 

savingsAccount[balance];

* savingsAccount["balance"];
* 

savingsAccount."balance";

* 

savingsAccount.withdraw = 50;

* 

savingsAccount.removeMoney = 50;

* savingsAccount.withdraw(50);
* 

savingsAccount.removeMoney(50);

SUBMIT

NEXT