

AP - Assignment 4 - Property, Namespace

Develop a menu-based console application in C# to manage the Banking transactions as follows:

- 1) Create class '**ATMAccount**' in namespace **Banking**:

Private Fields:

Identifiers	Data type
AccNo	String
Balance	Int

Public Properties:

Identifiers	Type	Refer to field	Validate
pAccNo	RW	AccNo	ACC-xxxxx , x:digit
pDeposit	W	Balance	If value>=100, update balance Else → show error message.
pWithdraw	W	Balance	If 100<=value <balance, update balance. Else → show error message
pBalance	R	Balance	

Public Method:

void Input(): input data for a new account by using appropriate properties pAccNo and pDeposit.

Override method **ToString():** return a string presentation of the information of account.

Constructors: initialize values for the above fields by invoking method Input().

- 2) Create class **Program** for testing class **ATMAccount** with the following menu:

1. Get Cash
2. Deposit Cash
3. Balance Statements
4. Exit

Fields:

Identifiers	Data type
Acc	ATMAccount
Amount	Int

Methods:

Identifiers	Return	Description
Menu()	void	Show main menu and execute appropriate functions .
Main()	void	Call Menu()