## Step 3: Account Module

To process transactions, we need an Account class. We will use the class syntax of ES6 to write the code. A short explanation will follow the example. Before reading the explanation, try to figure out what the code does.

```
import { sortBy, first } from 'underscore';
                                                                                        G
class Account {
   constructor() {
       this.transactions = [];
    getTopTransactions() {
        var getSortKey = transaction =>
            -Math.abs( transaction.amount );
        var sortedTransactions = sortBy(
           this.transactions,
           getSortKey
        return first( sortedTransactions, 3 );
    deposit( amount, date ) {
        this.transactions.push({
            amount: amount,
            date : date
        });
    withdraw( amount, date ) {
        this.transactions.push({
           amount : -amount,
            date : date
        });
    }
};
export default Account;
                                                                                         []
```

Save the above code in src/Account.js. We will also need UnderscoreJs as it's
defined as a dependency. Grab it using

Underscore is a regular dependency, hence the --save flag. All other packages have been devDependencies, and they were added to the package.json using --save-dev. Development dependencies, such as transpilers or automated testing frameworks, are only used during development.

The code works in the following way:

- We import the sortBy and first functions from the Underscore functional programming utility belt
- When creating an account with the new operator, we initialize the transactions to []
- To demonstrate how to import Underscore functions, we derive the top 3 transactions. After sorting the transactions based on descending absolute transaction amount, we take the first three elements from the list.
- Depositing and withdrawing are both straightforward: we push a new transaction object to the **transactions** array, setting its amount and date