Daily Task 5

Domain : C#

1.Bank Program

(Program.cs)

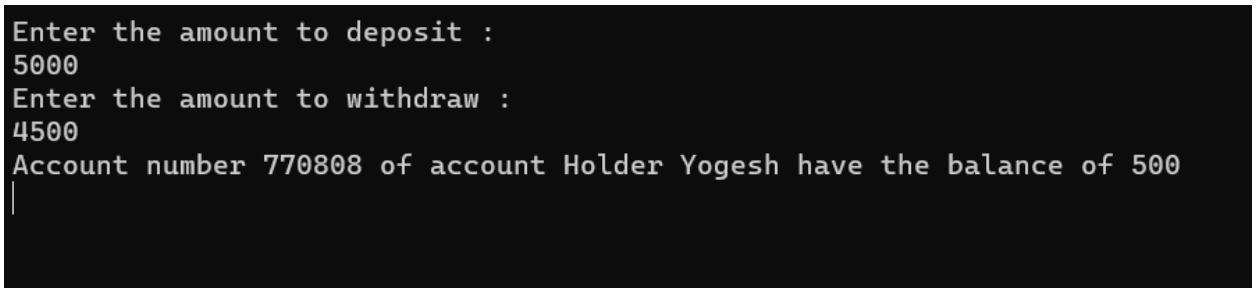
```
using System;
using SampleBank;

namespace SampleBank
{
   class Program
   {
      static void Main(string[] args)
      {
         BankAccount bankaccount = new BankAccount(770808,"Yogesh");
         Console.WriteLine("Enter the amount to deposit :");
         int deposit = Convert.ToInt32(Console.ReadLine());
         bankaccount.amountDeposit(deposit);

         Console.WriteLine("Enter the amount to withdraw :");
         deposit = Convert.ToInt32(Console.ReadLine());
         bankaccount.amountWithdraw(deposit);

         Console.WriteLine($"Account number {bankaccount.Account_number} of account
Holder {bankaccount.Account_holdername} have the balance of
{bankaccount.Account_balance}");
         Console.ReadLine();
      }
   }
}
```

(Bank.cs)

```
using System;
using System.Collections.Generic;
using System.Text;

namespace SampleBank
{
   class BankAccount
   {
```

```
        private readonly int _account_number;
        private string account_holdername;
        private int account_balance = 0;

        public BankAccount(int _account_number, string account_holdername)
        {
            this._account_number = _account_number;
            Account_holdername = account_holdername;
        }

        public int Account_number => _account_number;

        public string Account_holdername { get => account_holdername; set =>
account_holdername = value; }
        public int Account_balance { get => account_balance; set => account_balance = value; }

        public int amountDeposit(int amount)
        {
            Account_balance = Account_balance + amount;
            return Account_balance;
        }

        public int amountWithdraw(int amount)
        {
            if (amount > Account_balance)
            {
                Console.WriteLine("Entered Amount Exceeds the balance");
                return -1;
            }
            else if (amount <= Account_balance)
            {
                Account_balance -= amount;
                return Account_balance;
            }
            return -1;
        }
    }
}
```

Output:



2.Book Library

(Books.cs)

```
using System;

namespace SampleLibrary
{
   class Program
   {
      static void Main(string[] args)
      {
         Book[] arr = { new Book(101, "Harry Potter", "Yogesh", true), new Book(102, "Soccers
Stone", "Vignesh", true), new Book(103, "Notebook", "Jaya", true), new Book(104, "Visual
Basic", "Gowtham", false) };
         Library library = new Library(arr);
         int choice = 0;
         while (choice != 4)
         {
            Console.WriteLine("Choose the option\n1.Borrow Book\n2.Return Book\n3.Display
Books\n4.Exit");
            choice = Convert.ToInt32(Console.ReadLine());
            if (choice == 1)
            {
               Console.WriteLine("Enter the title of the book to borrow");
               string title = Console.ReadLine();
               library.BorrowBook(title);
            }
            else if (choice == 2)
            {
               Console.WriteLine("Enter the title of the book to return");
               string title = Console.ReadLine();
```

```
                library.ReturnBook(title);
            }
            else if (choice == 3)
            {
                library.DisplayBookDetails();
            }
            else if (choice == 4)
            {
                break;
            }
        }
    }
  }
}
```

(Book_lib.cs)

```
using System;
using System.Collections.Generic;
using System.Text;

namespace SampleLibrary
{
   internal class Library
   {

      Book[] book = new Book[4];
      public Library(Book[] arr)
      {
         book = arr;
      }
      public void BorrowBook(string title)
      {
         int count = 0;
         for (int i = 0; i < book.Length; i++)
         {
            if (book[i].Title.Equals(title))
            {
               book[i].IsAvailable = false;
               Console.WriteLine("Borrowed");
               count++;
            }
         }
         if (count == 0) { Console.WriteLine("Book not Available"); }
```

```
    }
    public void ReturnBook(string title)
    {
        for (int i = 0; i < book.Length; i++)
        {
            if (book[i].Title.Equals(title))
            {
                book[i].IsAvailable = true;
                Console.WriteLine("Returned");
            }
        }

    }
    public void DisplayBookDetails()
    {
        for (int i = 0; i < book.Length; i++)
        {
            Console.WriteLine("Title :" + book[i].Title + " Author :" + book[i].Author + " Availablity "
+ book[i].IsAvailable);
        }
    }
  }
}
```

Output:

```
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
1
Enter the title of the book to borrow
Harry Potter
Borrowed
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
3
Title :Harry Potter Author :Yogesh Availablity False
Title :Soccers Stone Author :Vignesh Availablity True
Title :Notebook Author :Jaya Availablity True
Title :Visual Basic Author :Gowtham Availablity False
Choose the option
1.Borrow Book
```

(Book.cs)

```
using System;
using System.Collections.Generic;
using System.Text;

namespace SampleLibrary
{
    internal class Book
    {
        private readonly int bookId;
        private string title;
        private string author;
        private bool isAvailable;

        public Book(int bookId, string title, string author, bool isAvailable)
        {
            this.bookId = bookId;
            Title = title;
            Author = author;
            IsAvailable = isAvailable;
        }

        public string Title { get => title; set => title = value; }
        public string Author { get => author; set => author = value; }
        public bool IsAvailable { get => isAvailable; set => isAvailable = value; }
    }
}
```