



Java and C# in depth

Carlo A. Furia, Marco Piccioni, Bertrand Meyer

C#: overview by example

A Bank Account

- maintain a balance (in CHF) of the total amount of money
 - balance can go negative
- can open an account with an initial sum of money
- can deposit money on the account
 - deposit makes sense only for a nonnegative amount of money
- can withdraw money from the account
 - withdraw makes sense only for a nonnegative amount of money

C# implementation: BankAccount class

```
public class BankAccount {  
    ...  
}
```



Attribute `balance`

- maintain a balance (in CHF) of the total amount of money

```
public class BankAccount {  
  
    // Attribute 'balance', inaccessible by clients  
    private int balance;  
  
    // Definition of setter and getter for 'balance'  
    public int Balance {  
        get { return balance; }  
        protected set { balance = value; }  
    }  
  
    ...  
}
```



Constructor: open a new account

- can open an account with an initial sum of money

```
public class BankAccount {  
    ...  
    // no-arg constructor  
    public BankAccount() { Balance = 0;}  
  
    // 1-arg constructor  
    public BankAccount(int initialBalance) {  
        if (initialBalance >= 0) {  
            Balance = initialBalance;  
        }  
        else throw new BankAccountException("...")  
    }  
}
```

Method `deposit`



- can deposit money on the account
 - deposit is effective only for a nonnegative amount of money

```
public class BankAccount {  
    ...  
  
    // deposit 'amount'  
    // don't do anything if 'amount' < 0  
    public void deposit(int amount) {  
        if (amount >= 0) {  
            balance = balance + amount;  
        }  
    }  
    ...  
}
```

Method `withdraw`

- can withdraw money on the account
 - withdraw is effective only for a nonnegative amount of money

```
public class BankAccount {  
    ...  
    // withdraw allowed 'amount'  
    // access restricted only to "some" clients  
    protected virtual int withdraw(int amount) {  
        if (amount >= 0) {  
            balance = balance - amount;  
            return 0;  
        }  
        else { return -1; }  
    }  
    ...  
}
```



Premium Bank Account

A special Bank Account:

- basic functionalities as in a regular Bank Account
- has a minimum balance and a fixed fee
- if the balance goes below the minimum balance, the fee is automatically deducted from the balance
 - example:
 - minimum balance = 200, fee = 15
 - if a withdrawal brings the balance down to 150, an additional 15 is deducted, so the final balance after the deposit is 135

C# implementation:

PremiumBankAccount class inheriting from BankAccount

```
public class PremiumBankAccount : BankAccount {  
    ...  
}
```

New attributes



- has a minimum balance and a fee

```
public class PremiumBankAccount : BankAccount {  
  
    public const int minimumBalance = 200;  
  
    public const int lowBalanceFee = 15;  
  
    ...  
}
```

New constructor



- construction is as in the BankAccount class

```
public class PremiumBankAccount : BankAccount {
    ...

    // constructor
    public PremiumBankAccount(int initialBalance)
        if(initialBalance >= minimumBalance) {
            Balance = initialBalance;
        }
        else{
            throw new BankAccountException("...");
        }
    }
    ...
}
```

Redefining withdraw



- if the balance goes below the minimum balance, the fee is automatically deducted from the balance

```
public class PremiumBankAccount : BankAccount {  
    ...  
    // overrides corresponding method in BankAccount  
    protected override int withdraw(int amount) {  
        int res = base.withdraw (amount);  
        if (res == 0 && Balance < minimumBalance) {  
            Balance = Balance - lowBalanceFee;  
            return 0;  
        }  
        else { //handle other cases here }  
    }  
    ...  
}
```

Clients of the BankAccount Class

- A client class which runs two instances of BankAccount

```
using System;
```

```
public class BankClient {
```

```
    public static void Main(String[] args) {
```

```
        BankAccount ba = new BankAccount(0);
```

```
        BankAccount bap = new PremiumBankAccount(250);
```

```
        Console.WriteLine(ba.Balance);
```

```
        Console.WriteLine(bap.Balance);
```

```
        ba1.deposit(1800);
```

```
        ba2.deposit(100);
```

```
        Console.WriteLine(ba.Balance);
```

```
        Console.WriteLine(bap.Balance);
```

```
    }
```

```
}
```

Running a C# application (under Linux)

```
> mcs bankAccount.cs
```

```
> ./bankAccount.exe
```

```
0
```

```
250
```

```
1800
```

```
135
```