This program is a "client" that uses our BankAccount class. The main purpose of writing new classes is so that client programs can use your new objects.*

```
#include <iostream>
#include <iomanip>
#include "console.h"
#include "bankaccount.h"
using namespace std;

int main() {
    // create several BankAccount objects and call their methods
    BankAccount ba1("Cynthia Lee");
    ba1.deposit(20.00);
    ba1.withdraw(30.00);
    BankAccount ba2("Katherine Erdman");
    ba2.deposit(100.00);
    ba2.withdraw(5.00);
    BankAccount ba3("Julie Zelenski");
    ba3.deposit(9999.00);
    ba3.deposit(0.01);
    ba3.withdraw(1000.00);
    cout << ba1.getName() << " has $" << ba1.getBalance() << endl;
    cout << ba2.getName() << " has $" << ba2.getBalance() << endl;
    cout << ba3.getName() << " has $" << ba3.getBalance() << endl;
    cout << "Have a nice day." << endl;
    return 0;
}
```