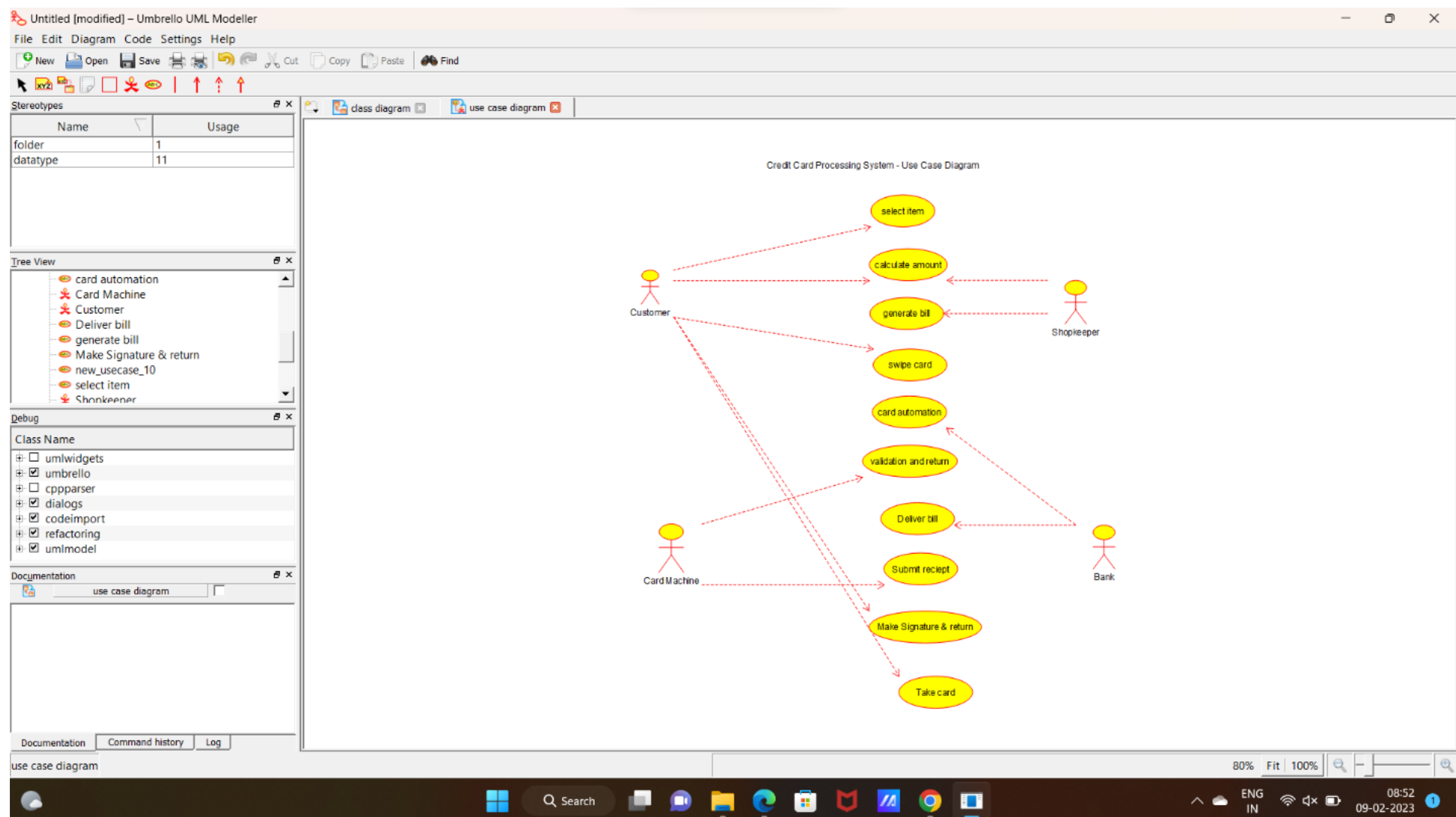
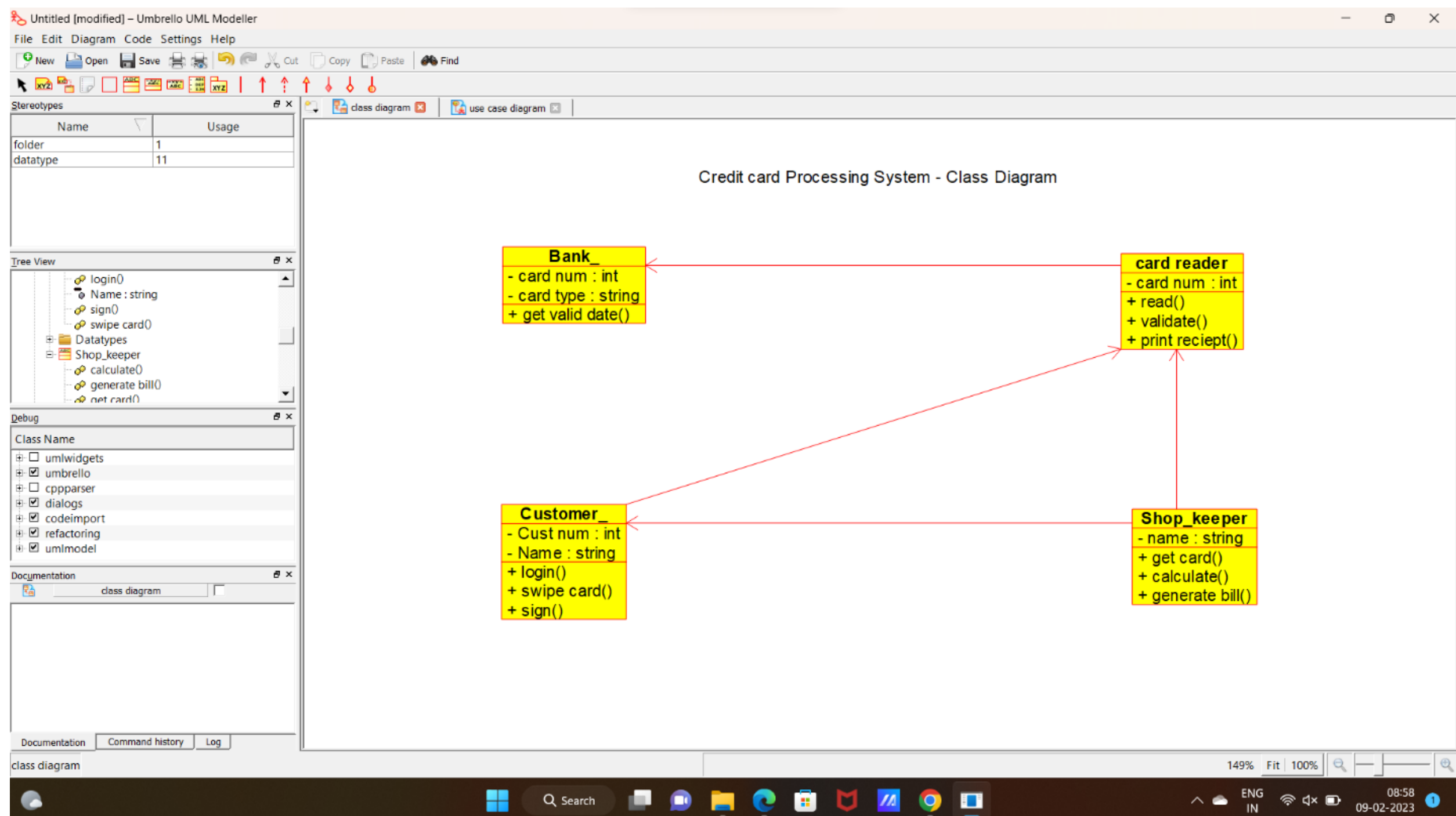


7 – CREDIT CARD SYSTEM

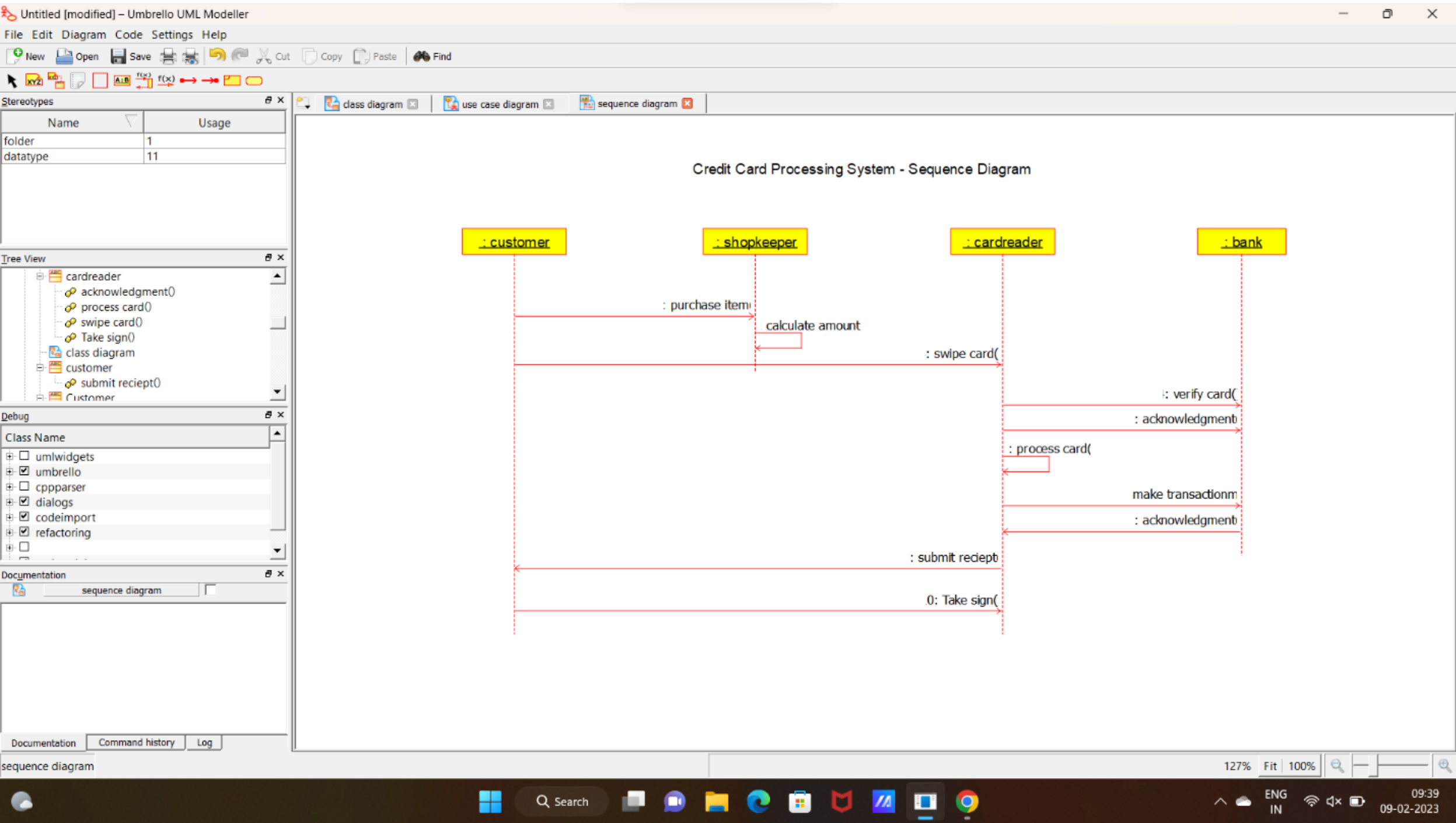
USE CASE DIAGRAM:



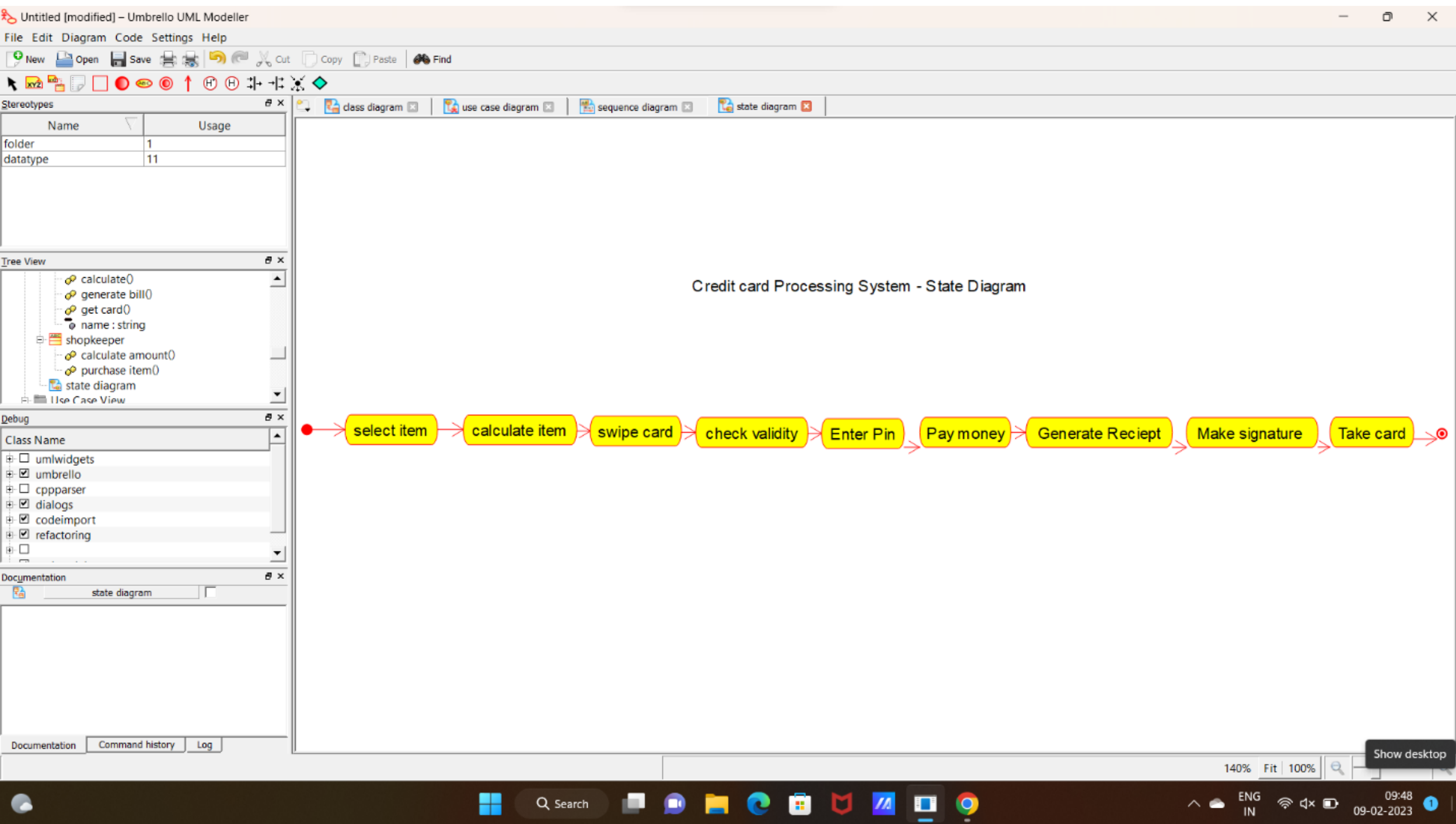
2:CLASS DIAGRAM:



3:SEQUENCE DIAGRAM:



4:STATE CHART DIAGRAM:



CODE:

BANK:

```
#include "Bank_.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Bank_::Bank_ () {
```

```
initAttributes();
```

```
}
```

```
Bank_::~~Bank_ () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Bank_::initAttributes () {
```

```
}
```

CARD READER:

```
#include "card_reader.h"
```

```
// Constructors/Destructors
```

```
//
```

```
card_reader::card_reader () {
```

```
    initAttributes();
```

```
}
```

```
card_reader::~~card_reader () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void card_reader::initAttributes () {
```

```
}
```

```
CUSTOMER:
```

```
#include "Customer_.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Customer_::Customer_ () {  
    initAttributes();  
}
```

```
Customer_::~~Customer_ () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Customer_::initAttributes () {  
}
```

```
SHOP KEEPER:
```

```
#include "Shop_keeper.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Shop_keeper::Shop_keeper () {  
    initAttributes();  
}
```

```
Shop_keeper::~~Shop_keeper () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Shop_keeper::initAttributes () {  
}
```