

<<interface>>

Bank

- +withdraw(int amount, Clientl client): void
- +deposit(int amount, Clientl client): void
- +checkBalance(ClientI client): void
- +addClient(Client1 client) : void
- +disconnect(Client1 client): void
- +printList() : void +alarm() : void
- +allDisconnect(): void

<<interface>>

Clientl

- + printMessage(): void
- +printalarmMessage(int balance): void
- +printCheckBalance(int balance): void
- +printSend(int balance, int machinNumber): void
- +printEnd(): void
- +allEnd():void
- +lackMoney(): void

implements

UnicastRemoteObject

implements

BankRemote

- -money: int
- -selectNumber: int
- -clientList : Vector<ClientI>
- +BankRemote()
- +withdraw(int amount, Clientl client): void
- +deposit(int amount, Clientl client): void
- +checkBalance(ClientI client) : void
- +addClient(Client1 client) : void
- +disconnect(Client1 client): void
- + printList(): void
- +alarm(): void
- +allDisconnect(): void
- +main(String[] args): void

Client

- -stub : Bank
- +Client()
- + printMessage() : void
- +printalarmMessage(int balance): void
- +printCheckBalance(int balance) : void
- +printSend(int balance, int machinNumber) : void
- +printEnd(): void
- +allEnd() :void
- +lackMoney(): void
- +main(String[] args): void