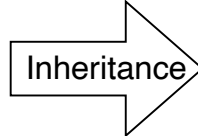
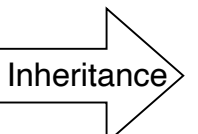


Bank
bankName : string bankAddress: string bankWorkHours : string accountList : vector<Account>
getBankName() : string getBankAddress() : string getWorkHours() : string setBankName(string name): void setBankAddress(string address): void setBankWorkHours(string workhours) : void checkNewAccount(string name) : bool openNewAccount(string name) : void closeAccount(string accountNum) : void numAccount() : int numSavingAccount() : int numCheckingAccount() : int printBankInfo const (): void printOrderAccountInfo(): void printDetailAccountInfo const (): void

Account
firstName: string secondName: string fullName: string SSN : string accountNum: string savingAccountList : vector<SavingAccount> checkingAccountList: vector<CheckingAccount>
getFirstName(): string getSecondName(): string getFullName(): string getSSN(): string setFirstName(string firstName): void setSecondName(string secondName): void setFullName(): void setSSN(string SSN) : void printBankAccountInfo const(): void openSavingAccount(): void openCheckingAccount(): void modAccount(string accountNum): void detailBankAccountInfo(): void



SavingAccount
savingAccountNum: string balanceSavingAccount: long int
getSavingAccountNum(): string getBalanceSavingAccount(): string setSavingAccountNum(string num): void setBalanceSavingAccount(long int num) : void depositSavingAccount(long int num) : void withdrawSavingAccount(long int num): void



CheckAccount
checkingAccountNum: string balanceCheckingAccount: long int maxCapacity: long int statusCheckingAccount: bool
getCheckingAccountNum(): string getBalanceCheckingAccountNum(): long int getMaxCapacity(): long int setMaxCapacity(): void setCheckingAccountNum(string num): void setMaxCapacity(long int num): void setBalanceCheckingAccountNum(long int num): void lockCheckingAccount() : void unlockCheckingAccount() : void