Transaction

- type: char
 account_id: int
 fund_id: int
 amount: int
 target_id: int
 target_fund: int
 first_name: string
- last_name: string + Transaction(): void
- + Process(bank: Bank): void
- + Display(): void
- + GetType() const: char
- + GetAccountID() const: int
- + GetFundID() const: int
- + GetAmount() const: int

Bank

- amounts: BSTree()transactions: queue()
- + Bank(): void
- + ReadTransactions(filename: const std::string&): void
- + ProcessTransactions(): void
- + PrintAccounts() const: void

Account

- id: int
- first_name: stringlast_name: stringfunds: vector<int>
- fund history: vector<Transaction>
- + Account(): void
- + Deposit(fund id: int, amount: int): void
- + Withdraw(fund_id: int, amount: int): void
- + Transfer(from_fund_id: int, to_fund_id: int, amount: int): void
- + Print() const: void
- + GetFirstName() const: string
- + GetLastName() const: string
- + GetFunds() const: vector<int>
- + GetFundHistory() const: vector<Transaction>

BSTree

- root: Node*
- + BSTree(): void
- + BSTree(const BSTree& tree): void
- + ~BSTree(): void
- + Insert(Account *account): bool
- + Retrieve(const int& account id, Account* &account) const: bool
- + Delete(const int& account_id, Account* &account): bool
- + operator=(const BSTree& tree): BSTree&
- + Display(): void
- + Size() const: int



Node

- + p_acct: Account*
- + right: Node*
- + left: Node*