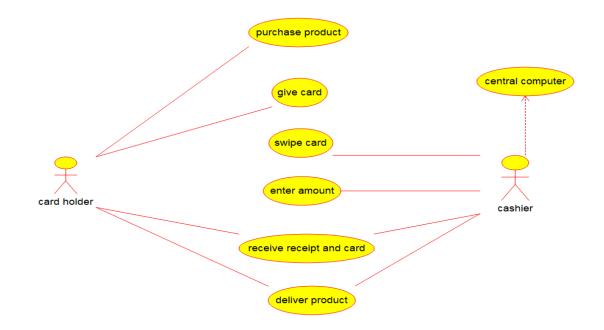
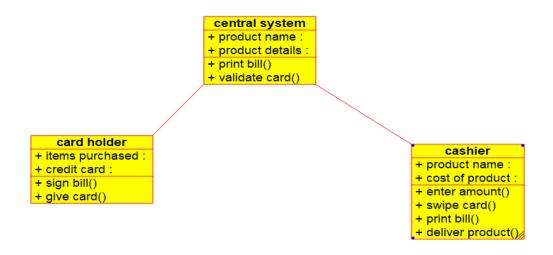
CREDIT CARD PROCESSING SYSTEM

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Use-case diagram:



Class diagram:



```
Code generation:
C++:
#include "central_system.h"
// Constructors/Destructors
//
central_system::central_system () {
initAttributes();
}
central_system::~central_system() { }
//
// Methods
// Accessor methods
// Other methods
void central_system::initAttributes () {
}
#include "card_holder.h"
// Constructors/Destructors
card_holder::card_holder() {
initAttributes();
card_holder::~card_holder() { }
//
// Methods
// Accessor methods
// Other methods
```

```
//
void card_holder::initAttributes () {
}
#include "cashier.h"
// Constructors/Destructors
//
cashier::cashier() {
initAttributes();
}
cashier::~cashier() { }
//
// Methods
//
// Accessor methods
// Other methods
void cashier::initAttributes () {
}
```