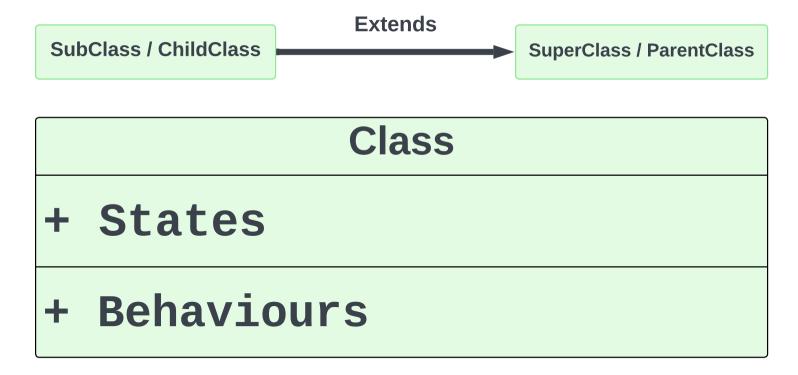
## RuboFin UML Diagram

```
Transactions
                          User
                                                             # amount: Float
+ name: String
+ balance: Float
                                                             # type: String
+ prev_transactions: Array<TransactionRecord>
                                                             # time: String
+ pending transactions: Array<PendingTransaction>
                                                              + initialize(amount: Float, type: String, time: String): void
+ initialize(name: String, balance: Float): void
                                                              + str_out(): String
+ change name(n: String); void
                                                              + get_amount(): Float
+ transaction_occurred(amount: Float, type: String): void
                                                              + get_type(): String
+ self.global_transaction_count(): int
                                                              + get time(): String
+ get_prev_transactions(): void
+ update_prev_ls(): void
+ add_pending_transaction(): void
+ get_pending_transactions(): void
+ status(): void
                                                   PendingTransactions
                             + deadline(): void
```

## Legends



Instances of the mentioned classes are the objects of the classes