

Exchange

- countries: vector<std::string>
- country: std::string
- exch: vector<vector<float>>>
- conversionChoice: int
- count: int

Good!

- + <<constructor>> Exchange()
- + <<constructor>> Exchange (city: std::string, currency: std::vector<float>)
- + vecInit(std::vector<std::vector<float>>>): void
- + vecInit(std::vector<std::vector<float>>>*): void
- + cntyInit(std::vector<std::string>): void
- + cntyInit(std::vector<std::string>*): void
- + addCoun(std::vector<std::string>) : void
- + AddCurr(std::vector<std::vector<float>>>): void
- + US_Foreign(double): void
- + Foreign_US(double): void
- + Display(int): void
- + showCur(double): void