

C 📁 AccMgr		
f 🔒	dailyAccMap	Map<String, Acc>
m	resetDailyAccMap()	void
m	checkAccExistsInMap(String)	void
m	addAccToMap(String)	void
m	checkDailyDepositLimit(String, int)	boolean
m	performDailyDeposit(int, String)	void
m	checkDailyWithdrawLimit(String, int)	boolean
m	performDailyWithdraw(int, String)	void
m	checkDailyTransferLimit(String, int)	boolean
m	performDailyTransfer(int, String)	void

C 📁 Acc		
m	Acc(String)	
m	increaseDailyDeposit(int)	void
m	increaseDailyWithdraw(int)	void
m	increaseDailyTransfer(int)	void
p	dailyTransfer	int
p	accNum	String
p	dailyWithdraw	int
p	dailyDeposit	int

C 📁 TransactionFileMgr		
f 🔒	transactionList	ArrayList<TransactionHistory>
m	resetTransactionList()	void
m	addDepTransaction(String, String)	void
m	addWdrTransaction(String, String)	void
m	addXfrTransaction(String, String, String)	void
m	addNewTransaction(String, String)	void
m	addDelTransaction(String, String)	void
m	writeToTransactionFile(String)	void

C 📁 LoginMgr		
f 🔒	loggedIn	boolean
f 🔒	mode	String
m	isLoggedIn()	boolean
m	checkMode()	String
m	login(String)	void
m	resetLogin()	void

C 📁 TransactionHistory		
m	TransactionHistory()	
p	transactionCode	String
p	amount	String
p	secondAccNum	String
p	accName	String
p	firstAccNum	String

C 📁 ValidAccListMgr		
f 🔒	validAccList	HashMap<String, String>
m	readValidAccList(String)	void
m	checkAccNumExist(String)	boolean
m	removeAccNum(String)	void

C 📁 TransferMgr		
m	transfer()	void
m	atmCheckTransferValid(String, int, String)	void
m	agentCheckTransferValid(String, int, String)	void

C 📁 WithdrawMgr		
m	withdraw()	void
m	atmCheckWithdrawValid(String, int)	void
m	agentCheckWithdrawValid(String, int)	void

C 📁 DepositMgr		
m	deposit()	void
m	atmCheckDepositValid(String, int)	void
m	agentCheckDepositValid(String, int)	void

C 📁 CreateAccMgr		
m	createacc()	void
m	checkAccNum()	String
m	checkAccName()	String

C 📁 Frontend		
m	mainFrontend(String, String)	void

C 📁 Quinterac		
m	main(String[])	void

C 📁 LogoutMgr		
m	logout(String)	void

C 📁 DeleteAccMgr		
m	deleteacc()	void