

TestBank

+ setup1(): void  
+ setup2(): void  
+ setup3(): void  
+ testBank1(): void  
+ testBank2(): void  
+ testBank3(): void  
+ testAddNewActiveClient1(): void  
+ testAddNewActiveClient2(): void  
+ testAddNewActiveClient3(): void  
+ testGetActiveClientsArray1(): void  
+ testGetActiveClientsArray2(): void  
+ testGetActiveClientsArray3(): void  
+ testPayCreditCard1(): void  
+ testPayCreditCard2(): void  
+ testPayCreditCard3(): void  
+ testRetrieveCreditCard1(): void  
+ testRetrieveCreditCard2(): void  
+ testRetrieveCreditCard3(): void  
+ testRetrieveSavings1(): void  
+ testRetrieveSavings2(): void  
+ testRetrieveSavings3(): void  
+ testAddSavings1(): void  
+ testAddSavings2(): void  
+ testAddSavings3(): void  
+ testCreateSavingsAccount1(): void  
+ testCreateSavingsAccount2(): void  
+ testCreateSavingsAccount3(): void  
+ testCreateCreditCard1(): void  
+ testCreateCreditCard2(): void  
+ testCreateCreditCard3(): void  
+ testUndoLastAction1(): void  
+ testUndoLastAction2(): void  
+ testUndoLastAction3(): void  
+ testClearActions1(): void  
+ testClearActions2(): void  
+ testClearActions3(): void  
+ testAssignClientToQueue1(): void  
+ testAssignClientToQueue2(): void  
+ testAssignClientToQueue3(): void  
+ testAttendNextClient1(): void  
+ testAttendNextClient2(): void  
+ testAttendNextClient3(): void  
+ testRemoveActiveClient1(): void  
+ testRemoveActiveClient2(): void  
+ testRemoveActiveClient3(): void  
+ testSearchActiveClientByld1(): void  
+ testSearchActiveClientByld2(): void  
+ testSearchActiveClientByld3(): void  
+ testGetQueue1(): void  
+ testGetQueue2(): void  
+ testGetQueue3(): void  
+ testGetPriorityQueue1(): void  
+ testGetPriorityQueue2(): void  
+ testGetPriorityQueue3(): void

TestActiveClient

+setup1(): void  
+setup2(): void  
+setup3(): void  
+testPayCreditCards1(): void  
+testPayCreditCards2(): void  
+testPayCreditCards3(): void  
+testRetrieveCredit1(): void  
+testRetrieveCredit2(): void  
+testRetrieveCredit3(): void  
+testAddSavings1(): void  
+testAddSavings2(): void  
+testAddSavings3(): void  
+testCreateSavingsAccount1(): void  
+testCreateSavingsAccount2(): void  
+testCreateSavingsAccount3(): void  
+testCreateCreditCard1(): void  
+testCreateCreditCard2(): void  
+testCreateCreditCard3(): void  
+testGetCreditCardNumbers1(): void  
+testGetCreditCardNumbers2(): void  
+testGetCreditCardNumbers3(): void  
+testGetSavingsAccountsNumbers1():void  
+testGetSavingsAccountsNumbers2():void  
+testGetSavingsAccountsNumbers3():void  
+testClone1(): void  
+testClone2(): void  
+testClone3(): void

TestSavingsAccount

+ setup1(): void  
+ testDebit1(): void  
+ testDebit2(): void  
+ testDebit3(): void  
+ testCredit1(): void  
+ testCredit2(): void  
+ testCredit3(): void

TestCurrentAccount

+ setup1(): void  
+ testPay1(): void  
+ testPay2(): void  
+ testPay3(): void  
+ testUse1(): void  
+ testUse2(): void  
+ testUse3(): void

TestHashTable

+setup1(): void  
+insertTest1(): void  
+insertTest2(): void  
+insertTest3(): void  
+deleteTest1(): void  
+deleteTest2(): void  
+deleteTest3(): void  
+searchTest1(): void  
+searchTest2(): void  
+searchTest3(): void  
+isEmptyTest1(): void  
+isEmptyTest2(): void  
+isEmptyTest3(): void

TestPriorityQueue

+setup1(): void  
+maxHeapInsertTest1(): void  
+maxHeapInsertTest2(): void  
+maxHeapInsertTest3(): void  
+heapExtractMaxTest1(): void  
+heapExtractMaxTest2(): void  
+heapExtractMaxTest3(): void  
+maxHeapifyTest1(): void  
+maxHeapifyTest2(): void  
+maxHeapifyTest3(): void  
+isEmptyTest1(): void  
+isEmptyTest2(): void  
+isEmptyTest3(): void

TestStack

+setup1(): void  
+popTest1(): void  
+popTest2(): void  
+popTest3(): void  
+pushTest1(): void  
+pushTest2(): void  
+pushTest3(): void  
+peekTest1(): void  
+peekTest2(): void  
+peekTest3(): void  
+isEmptyTest1(): void  
+isEmptyTest2(): void  
+isEmptyTest3(): void

TestQueue

+setup1(): void  
+offerTest1(): void  
+offerTest2(): void  
+offerTest3(): void  
+pollTest1(): void  
+pollTest2(): void  
+pollTest3(): void  
+peekTest1(): void  
+peekTest2(): void  
+peekTest3(): void  
+isEmptyTest1(): void  
+isEmptyTest2(): void  
+isEmptyTest3(): void