

Currency
<pre> # abbreviation: string # currencyNote : string # currencyNotePlural : string # currencyCoin : string # currencyCoinPlural : string # wholeParts : int # fractionalParts : int </pre>
<pre> + Currency() : + Currency(abbr : string, note : string, notePlural string, coin : string, + coinPlural : string, whole : int, fractional : int) + ~Currency() : virtual + fractionsInWhole : static const int + empty() : void + isEmpty() : bool + isSameType(currency : const Currency) : bool + addWhole(a : const double) : void + addFractional(a : const int) : void + getCurrencyAbbreviation() const : string + getCurrencyNote() const : string + getCurrencyNotePlural() const : string + getCurrencyCoin() const : string + getCurrencyCoinPlural() const : string + setCurrencyAbbreviation(abbr : const string) : void + setCurrencyNote(note : const string) : void + setCurrencyNotePlural(notePlural : const string) : void + setCurrencyCoin(coin : const string) : void + setCurrencyCoinPlural(coinPlural : const tring) : void + getWholeParts() const : int + getFractionalParts() const : int + geTotalWholeParts() const : double + getTotalFractionaParts() const : int + setWholeParts(whole : const int) : void + setFractionalParts(fractional : const int) : void + setTotalFractionalParts(totalFractional : const int) : void + setTotalWholeParts(totalWhole : const double) : void </pre>

- + operator+ (a : const double) const : Currency
- + operator- (a : const double) const : Currency
- + operator+= (a : const double) : Currency&
- + operator-= (a : const double) : Currency&
- + operator+ (currency : const Currency&) const : Currency
- + operator- (currency : const Currency&) const : Currency
- + operator+= (currency : const Currency&) : Currency
- + operator-= (currency : const Currency&) : Currency
- + <<friend>>operator == (left : const Currency&, right : const Currency&) : bool
- + <<friend>>operator != (left : const Currency&, right : const Currency&) : bool
- + <<friend>>operator < (left : const Currency&, right : const Currency&) : bool
- + <<friend>>operator > (left : const Currency&, right : const Currency&) : bool
- + <<friend>>operator <= (left : const Currency&, right : const Currency&) : bool
- + <<friend>>operator >= (left : const Currency&, right : const Currency&) : bool
- + <<friend>>operator >> (is : istream&, currency : Currency&) : istream&
- + <<friend>>operator << (os: ostream&, currency : Currency&) : ostream&

Dollar
<ul style="list-style-type: none"> + Dollar (whole : int, fractional : int) : + ~Dollar() :

Euro
<ul style="list-style-type: none"> + Euro(whole : int, fractional : int) :

+ ~Euro () :

Yen
+ Yen(whole : int, fractional : int) : + ~Yen() :

Rupee
+ Rupee(whole : int, fractional : int) : + ~Rupee() :

Yuan
+ Yuan(whole : int, fractional : int) : + ~Yuan() :

ExceptionCurrencyMismatch
+ what () const : const char*

ExceptionCurrencyNegative

+ what() const : const char*

ExceptionWalletOutOfBounds

+ what() const : const char*

ExceptionWalletZero

+ what() const : const char*

Wallet

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| <ul style="list-style-type: none">- dollar : Currency*- euro : Currency*- yen : Currency*- rupee : Currency*- yuan : Currency* |
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| <ul style="list-style-type: none">+ Wallet() :+ Wallet(dol : double, eu : double, ye : double, ru : double, yu : double) :+ ~Wallet() :+ getNumZeroCurrency() : int+ getNumNonZeroCurrency() : int+ emptyCurrency(index : int) : void+ emptyCurrency(abbr : string) : void+ emptyAllCurrency() : void+ isCurrencyEmpty(index : int) : bool+ isCurrencyEmpty(abbr : string) : bool+ addCurrency(index : int, amount : double) : void |
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- + addCurrency(index : int, whole : int, fractional : int) : void
- + addCurrency(abbr : string, amount : double) : void
- + addCurrency(abbr : string, whole : int, fractional : int) : void
- + removeCurrency(index : int, amount : double) : void
- + removeCurrency(index : int, whole : int, fractional : int) : void
- + removeCurrency(abbr : string, amount : double) : void
- + removeCurrency(abbr : string, whole : int, fractional : int) : void
- + isEmpty() : bool
- + operator[](index : const int) : Currency&