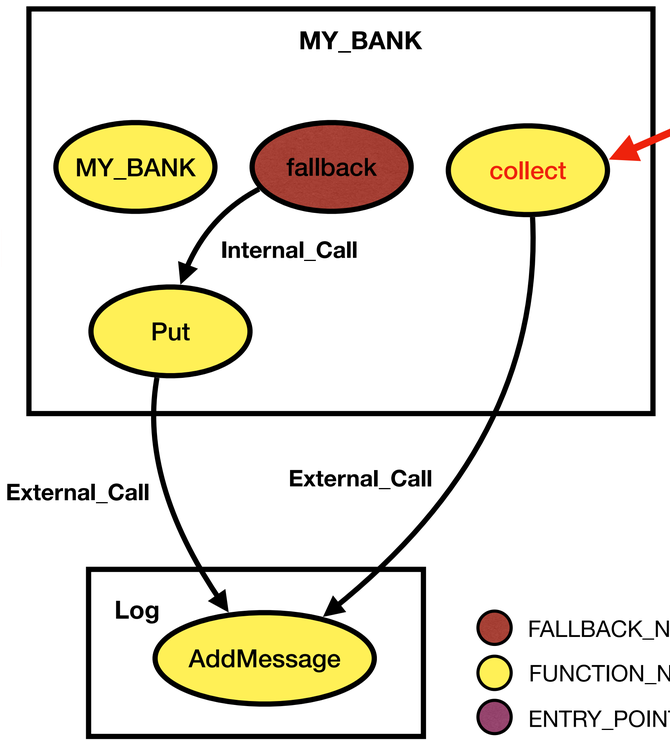
Part A

```
1   contract MY_BANK {
2       function Put(uint _unlockTime) public payable
3           var acc = Acc[msg.sender];
4           acc.balance += msg.value;
5           acc.unlockTime = _unlockTime>now?_unlockTime:now;
6           LogFile.AddMessage(msg.sender,msg.value,"Put");}
7
8       function Collect(uint _am) public payable {
9           var acc = Acc[msg.sender];
10          if(acc.balance>=MinSum && acc.balance>=_am && now>acc.unlockTime){
11              if(msg.sender.call.value(_am)()){
12                  acc.balance-=_am;
13                  LogFile.AddMessage(msg.sender,_am,"Collect");} } }
14
15      function() public  payable {Put(0);}
16      struct Holder{
17          uint unlockTime;
18          uint balance;}
19      mapping (address => Holder) public Acc;
20       Log LogFile;
21       uint public MinSum = 1 ether;
22       function MY_BANK(address log) public{
23           LogFile = Log(log);} }
24
25   contract Log {
26        struct Message{address Sender; string  Data; uint Val; uint  Time;}
27        Message[] public History;
28        Message LastMsg;
29        function AddMessage(address _adr,uint _val,string _data) public{
30            LastMsg.Sender = _adr;
31            LastMsg.Time = now;
32            LastMsg.Val = _val;
33            LastMsg.Data = _data;
```

Part B



Part C