

C

MainWindow

❑ ui: Ui::MainWindow\*

❑ client: MyClient

❑ client\_username: QString

❑ client\_accountNumber: QString

❑ client\_authority: QString

● MainWindow(parent: QWidget = nullptr)

● ~MainWindow()

● Images\_init(): void

● handleLoginResponse(response: const QJsonObject&): void

● handleAccountNumberResponse(response: const QJsonObject&): void

● handleAccountBalancerResponse(response: const QJsonObject&): void

● displayTransactionHistory(response: const QJsonObject&): void

● displayDatabaseData(jsonObject: const QJsonObject&): void

● onConnectionDevice(): void

● onDisconnectedDevice(): void

● onErrorOccurredDevice(socketError: QAbstractSocket::SocketError): void

● onStateChangedDevice(socketState: QAbstractSocket::SocketState): void

● onReadyReadDevice(request: const QJsonObject&): void

● on\_PB\_Login\_clicked(): void

● on\_UserGetAccountNo\_PB\_clicked(): void

● on\_UserAccountBalance\_PB\_clicked(): void

● on\_UserViewTransaction\_PB\_2\_clicked(): void

● on\_UserLogout\_PB\_clicked(): void

● on\_Back\_PB\_clicked(): void

● on\_UserShowTransactin\_PB\_clicked(): void

● on\_UserMakeTransaction\_PB\_clicked(): void

● on\_UserBack\_Transaction\_PB\_clicked(): void

● on\_UserConfirmTransaction\_PB\_clicked(): void

● on\_UserTransferAmount\_PB\_clicked(): void

● on\_UserTransfer\_PB\_clicked(): void

● on\_UserTransfer\_Back\_PB\_clicked(): void

● on\_UserTransfer\_confirm\_PB\_clicked(): void

● on\_Admin\_Logout\_PB\_clicked(): void

● on\_Admin\_GetAccountNo\_PB\_clicked(): void

● on\_Admin\_ViewAcountBalance\_PB\_clicked(): void

● on\_Admin\_ViewTransactionHistory\_PB\_clicked(): void

● on\_Back\_AdminViewHistory\_PB\_clicked(): void

● on\_Display\_AdminViewHistory\_PB\_clicked(): void

● on\_Back\_AdminViewBankDatabase\_PB\_clicked(): void

● on\_Admin\_ViewBankDatabase\_PB\_clicked(): void

● on\_Admin\_CreateNewUser\_PB\_clicked(): void

● on\_Back\_AdminCreateUser\_PB\_clicked(): void

● on\_Confirm\_AdminCreateUser\_PB\_clicked(): void

● on\_Admin\_DeleteUser\_PB\_clicked(): void

● on\_Admin\_UpdateUser\_PB\_clicked(): void

● on\_Confirm\_AdminUpdateUser\_PB\_clicked(): void

● on\_Back\_AdminUpdateUser\_PB\_clicked(): void

uses

C

MyClient

❑ ip: QString

❑ port: qint32

❑ socket: QTcpSocket

● MyClient(parent: QObject = nullptr)

● ConnectToDevice(ip: QString, port: qint32): void

● Disconnect(): void

● WriteData(data: QString): void

● sendRequest(request: const QJsonObject&): void

● sendEmail(to: QString, subject: QString, body: QString): void

● onConnection(): void

● onDisconnected(): void

● onErrorOccurred(socketError: QAbstractSocket::SocketError): void

● onStateChanged(socketState: QAbstractSocket::SocketState): void

● onReadyRead(): void

uses

C

QAESEncryption

❑ int m\_nb

❑ int m\_level

❑ int m\_mode

❑ int m\_nk

❑ int m\_keyLen

❑ int m\_nr

❑ int m\_padding

❑ QByteArray\* m\_state

● static QByteArray Crypt(QAESEncryption::Aes level, QAESEncryption::Mode mode, const QByteArray &rawText, const QByteArray &key, const QByteArray &iv = QByteArray(), QAESEncryption::Padding padding = QAESEncryption::ISO);

● static QByteArray Decrypt(QAESEncryption::Aes level, QAESEncryption::Mode mode, const QByteArray &rawText, const QByteArray &key, const QByteArray &iv = QByteArray(), QAESEncryption::Padding padding = QAESEncryption::ISO);

● static QByteArray RemovePadding(const QByteArray &rawText, QAESEncryption::Padding padding = QAESEncryption::ISO);

● QAESEncryption(QAESEncryption::Aes level, QAESEncryption::Mode mode, QAESEncryption::Padding padding = QAESEncryption::ISO)