

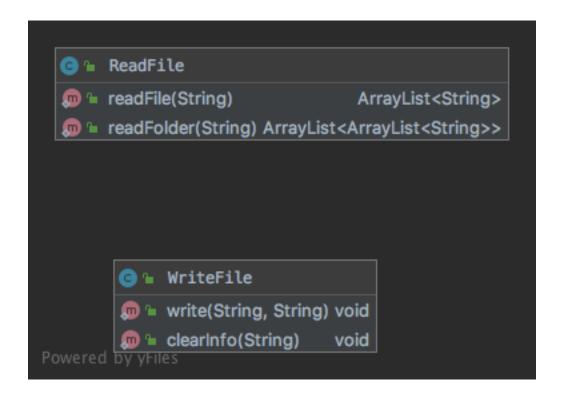
int

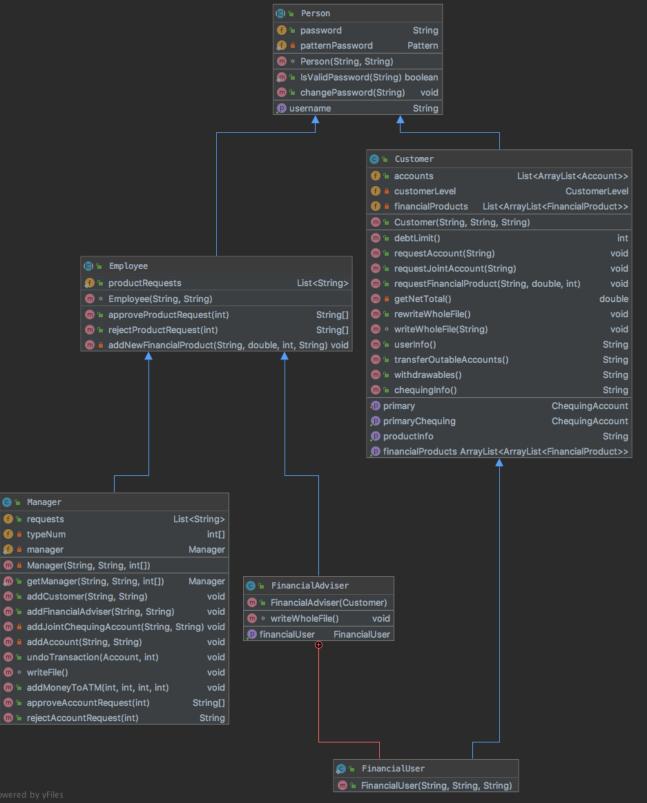
ndex owered by villes

6	Users	
6 a	customers	List <customer></customer>
6 a	financialAdvisers	List <financialadviser></financialadviser>
₽	Users	Users
•	Users()	
,	getUsers()	Users
@ 4	constructManager()	void
@ 4	constructUser(ArrayList <string>)</string>	Customer
@ 4	constructFinancialUser(ArrayList	<string>) FinancialUser</string>
@ 4	constructHelper(ArrayList <string< td=""><td>>, Customer) Customer</td></string<>	>, Customer) Customer
@ 4	addCustomer(Customer)	void
@ 4	addFinancialAdviser(FinancialAdv	iser) void
@ 4	addFinancialProduct(FinancialPro	duct) void
@ 4	loadCustomer()	void
@ 4	loadFinancialAdviser()	void
@ 4	loadFinancialProduct(String)	void
@ 4	loadGICProduct(double, int, Strin	g, Date) void
@ 4	loadBondProduct(double, int, Str	ing, Date, Date) void
@ 4	loadLoanProduct(double, int, Stri	ng, Date, Date, double) void
@ ኈ	customerFinder(String)	Customer
@ ኈ	financialAdviserFinder(String)	FinancialAdviser
	loadFile()	void
,D CL	stomers	ArrayList <customer></customer>
® fir	nancialProducts	List <financialproduct></financialproduct>
∙ ® m	anager	Manager
® fir	nancialAdvisers	ArrayList <financialadviser></financialadviser>
owered	l by yFiles	

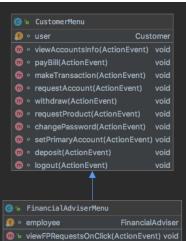
© 🖫	ATM		
6 a	cash5		int
6 a	cash10		int
6 a	cash20		int
6 a	cash50		int
6 a	total		int
⊕ 😘	date		Date
₽	format	SimpleDateF	ormat
₽	ATM		ATM
@ 4	ATM()		
,	getATM()		ATM
@ •	checkATM	(Balance) bo	olean
@ €	displayAle	ert()	String
@ •	writeFile()		void
@ •	withdraw(Cash(int)	int[]
@ €	withdraw(int)	void
@ •	deposit(in	t, int, int, int) void
	loadFile()		void
. ⊕ C/	ADtoUSDR	ate c	louble

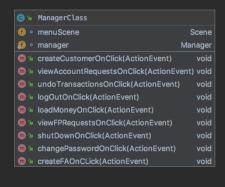
© •	Simulator	
₽	simulator	Simulator
•	Simulator()	
,	getSimulator()	Simulator
@ •	constructManager(String, Stri	ng) void
@ •	setSystemDate()	void
@ •	initialize()	void
@ •	loginPass(String, String)	Person
@ •	LoginPassHelper(Person, Strin	ng) Person
@ •	updateDate()	void
•	recordinterests()	void





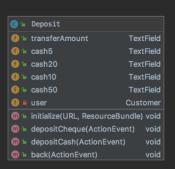
■ CustomerLevel regular silver gold platinum m
CustomerLevel(int) 🗩 🕒 getLevel(String) CustomerLevel @ debtLimit



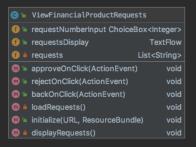


6	TransferMoney	
6	user	Customer
⊕ 🚡	accountsinfo	TextFlow
⊕ 🚡	outAccounts	ChoiceBox <string></string>
⊕ 🚡	inAccount TextField	
⊕ 🚡	transferAmount TextField	
⊕ 🚡	payeeName	TextField
@ •	initialize(URL, Re	esourceBundle) void
@ •	setOutAccounts() void	
@ •	transfer(ActionEvent) void	
@ •	pay(ActionEvent	t) void
⊚ •	back(ActionEver	nt) void

G 🖫	ViewAccountRequests	
⊕ •	requestsDisplay	TextFlow
⊕ 🚡	requestNumberInput Choice	Box <integer></integer>
6 a	requests	List <string></string>
,	invalidChoose()	void
⊕ •	acceptOnClick(ActionEvent)	void
™	rejectOnClick(ActionEvent)	void
™	backOnClick(ActionEvent)	void
•	loadRequests()	void
⊚ •	initialize(URL, ResourceBund	le) void
•	displayRequests()	void

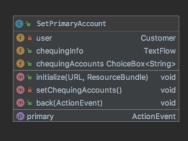


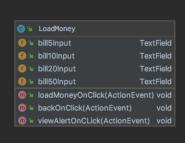




9 •	ChangePassword		
⊕ 🚡	oldPasswordInput	Password	Field
⊕ 🚡	newPasswordInput	Password	Field
⊕ 🚡	newPasswordAgainInput	Password	Field
@ •	incorrectPasswordAlert()		void
@ •	passwordNotMatchAlert(void
@ •	passwordNotStrongAlert	:()	void
⊚ •	confirmOnClick(ActionEv	ent)	void
@ •	backOnClick(ActionEvent	t)	void

G	Withdraw	
6 a	user	Customer
⊕ '=	transferAmount	TextField
⊕ •	withdrawlnfo	TextFlow
6 •	withdrawAccounts ChoiceBo	x <string></string>
™	initialize(URL, ResourceBund	le) void
@ •	setWithdrawAccounts()	void
⊚ •	withdrawMoney()	void
6	back(ActionEvent)	void





G	LoginClass	
⊕ 🚡	dateDisplay	TextFlow
6 •	usernamelnput	TextField
6 °	passwordInput	PasswordField
⊚ •	loginButtonOnClick	(ActionEvent) void
@ •	loginFailedAlert()	void
™	initialize(URL, Reso	urceBundle) void

6	ApplyProduct	
() A	user Cust	omer
⊕ 🚡	productType ChoiceBox <str< th=""><th>ring></th></str<>	ring>
⊕ •	initialize(URL, ResourceBundle)	void
@ •	setProductType()	void
@ •	applyProduct(ActionEvent)	void
@ •	back(ActionEvent)	void

<u> </u>	ApplyAccount		
9 #	user	Cust	tomer
<u> </u>	accountType	ChoiceBox <st< th=""><th>tring></th></st<>	tring>
<u>n</u>	initialize(URL, R	esourceBundle)) void
m 🕯	setAccountType	e()	void
<u>n</u>	applyAccount(A	ctionEvent)	void
<u>n</u>	back(ActionEve	nt)	void

G •	SwitchScene	
₽	switchScene S	witchScene
@ 4	SwitchScene()	
.	getSwitchScene() S	SwitchScene
•	switchScene(String) void
•	backToMenu()	void

6	UndoTransactions	
6 🚡	accountNumberInput	TextField
⊕ 🚡	numberOfTransactionInput ChoiceBox	x <integer></integer>
@ •	backOnClick(ActionEvent)	void
@ ⁴	confirmOnClick(ActionEvent)	void
@ •	initialize(URL, ResourceBundle)	void

9 •	FACreation	
⊕ %	usernameInput	TextField
6 €	levelinput	ChoiceBox <string></string>
⊚ •	FACreationConfirmOn	Click(ActionEvent) void
⊚ •	FACreationBackOnClid	ck(ActionEvent) void
⊚ •	initialize(URL, Resource	ceBundle) void

○ ustome	rCreation	
🙃 🔒 levelinpu	ıt Ch	noiceBox <string></string>
⊕ ustome	erUsernameInput	TextField
m 🕯 initialize	(URL, ResourceB	undle) void
	Click(ActionEvent	t) void
@ ← createCu	ustomerOnClick(A	ActionEvent) void

6	CustomerInfoDisplay		
6 •	information	TextFlow	
6 🚡	productinfo	TextFlow	
@ ኈ	initialize(URL, ResourceBur	ndle) void	
⊚ •	back(ActionEvent)	void	

6	InitialInterface	
⊕ •	dateInput	DatePicker
6 %	usernameInput	TextField
⊕ 🚡	passwordInput	PasswordField
⊕ •	RegisterOnClick(ActionEvent) void	