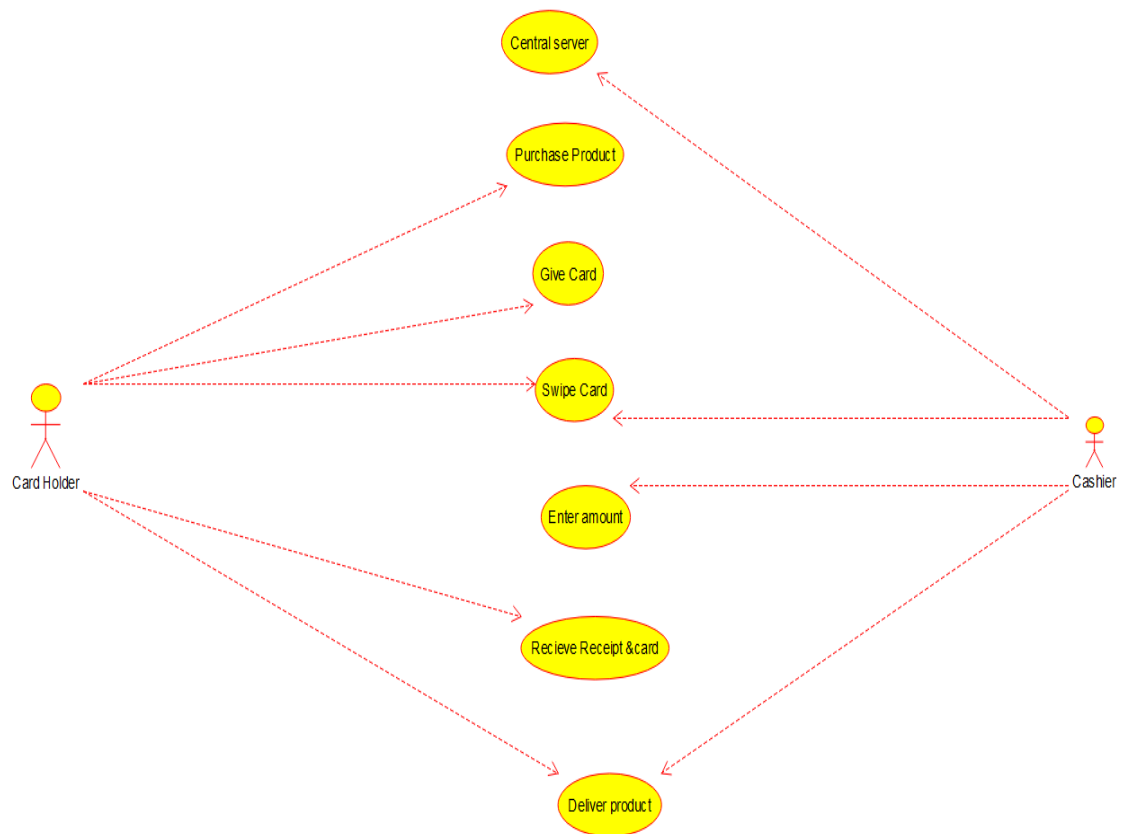
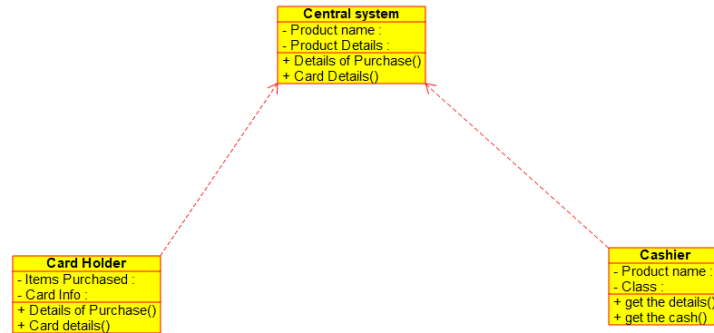


# Credit Card Processing System

## Use Case Diagram



## Class diagram



## Code

```
#ifndef CARD_HOLDER_H
#define CARD_HOLDER_H

#include <string>

/**
 * class Card_Holder
 *
 */

class Card_Holder
{
public:

    // Constructors/Destructors
    //

    /**
     * Empty Constructor
     */
    Card_Holder ();

    /**
```

```
* Empty Destructor
*/
virtual ~Card_Holder ();

// Static Public attributes
//

// Public attributes
//

// Public attribute accessor methods
//

// Public attribute accessor methods
//

/**
*/
void Details_of_Purchase ()
{
}
```

```
/**
```

```
*/
```

```
void Card_details ()
```

```
{
```

```
}
```

```
protected:
```

```
// Static Protected attributes
```

```
//
```

```
// Protected attributes
```

```
//
```

```
public:
```

```
// Protected attribute accessor methods
```

```
//
```

```
protected:
```

```
public:
```

```
// Protected attribute accessor methods
```

```
//
```

```
protected:
```

```
private:
```

```
// Static Private attributes
```

```
//
```

```
// Private attributes
```

```
//
```

```
void Items_Purchased;
```

```
void Card_Info;
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

```
private:
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of Items_Purchased
```

```
 * @param new_var the new value of Items_Purchased
```

```
 */
```

```
void setItems_Purchased (void new_var) {
```

```
    Items_Purchased = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of Items_Purchased
```

```
 * @return the value of Items_Purchased
```

```
 */
```

```
void getItems_Purchased () {
```

```
    return Items_Purchased;
```

```
}
```

```
/**
```

```
 * Set the value of Card_Info
```

```
 * @param new_var the new value of Card_Info
```

```
 */
```

```
void setCard_Info (void new_var) {
```

```
    Card_Info = new_var;  
}
```

```
/**  
 * Get the value of Card_Info  
 * @return the value of Card_Info  
 */  
void getCard_Info () {  
    return Card_Info;  
}
```

```
private:
```

```
void initAttributes ();
```

```
};
```

```
#endif // CARD_HOLDER_H
```