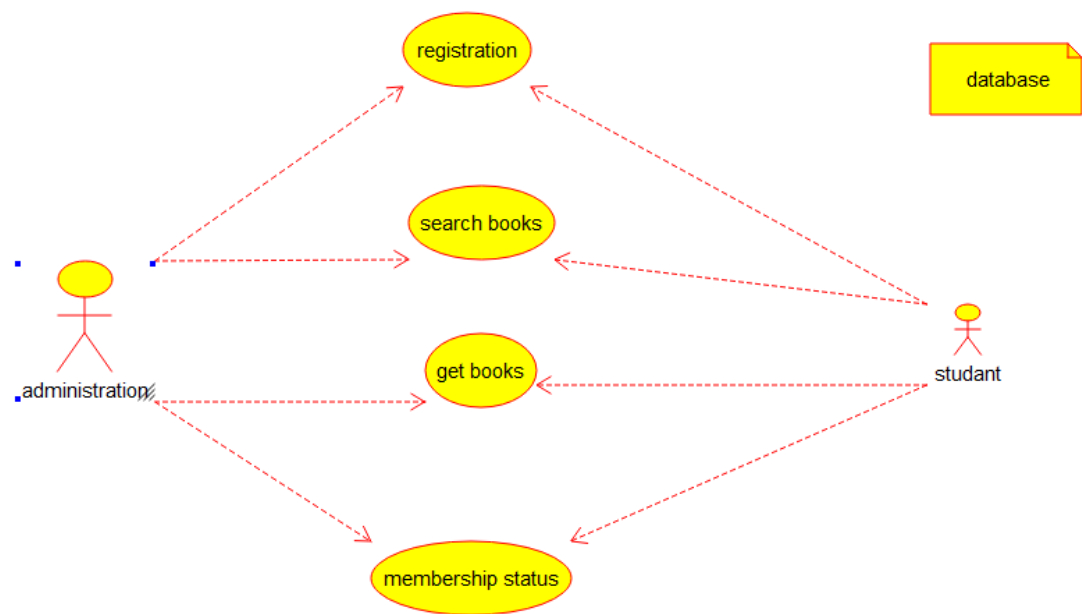
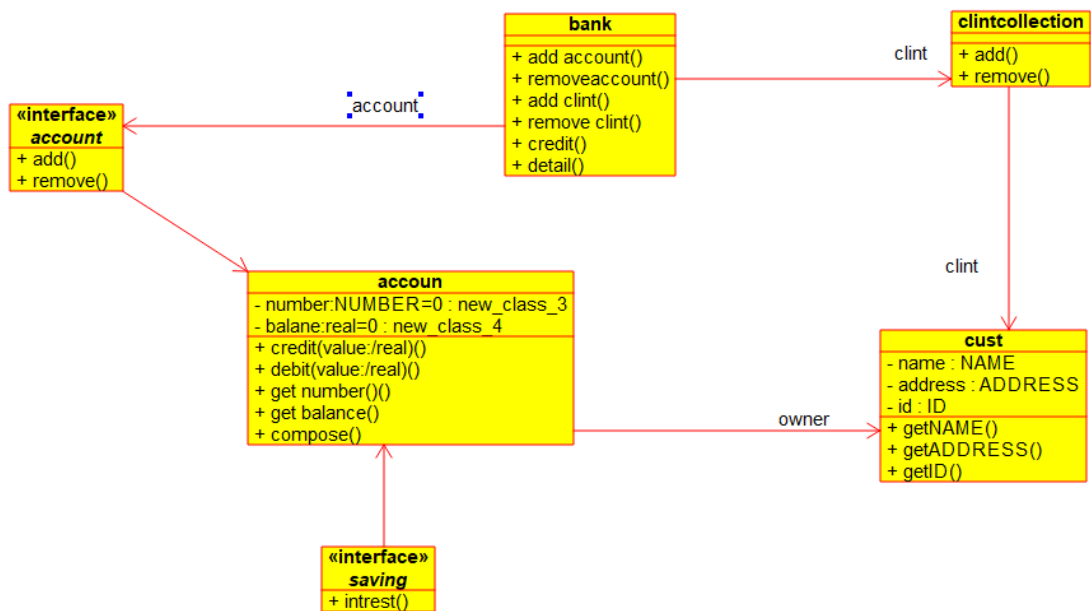


BOOK RENTAL SYSTEM:

USE CASE:



CLASS DIAGRAM:



CODING:

```

#ifndef ACCOUN_H
#define ACCOUN_H
#include <string>

/**
 * class accoun

```

*

*/

class accoun

{

public:

// Constructors/Destructors

//

/**

* Empty Constructor

*/

accoun ();

/**

* Empty Destructor

*/

virtual ~accoun ();

// Static Public attributes

//

// Public attributes

//

```
// Public attribute accessor methods
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
/**
```

```
*/
```

```
void credit_value_real_ ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void debit_value_real_ ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void get_number_ ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void get_balance ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void compose ()
```

```
{
```

```
}
```

```
protected:
```

```
    // Static Protected attributes
```

```
    //
```

```
    // Protected attributes
```

```
    //
```

```
public:
```

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

```
    //
```

```
protected:
```

```
public:
```

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

```
    //
```

```
protected:
```

```
private:
```

```
    // Static Private attributes
```

```
    //
```

```

// Private attributes
//
new_class_4 number_NUMBER_0;
new_class_5 balane_real_0;
public:
// Private attribute accessor methods
//

private:

public:
// Private attribute accessor methods
//
/**
 * Set the value of number_NUMBER_0
 * @param new_var the new value of number_NUMBER_0
 */
void setNumber_NUMBER_0 (new_class_4 new_var) {
    number_NUMBER_0 = new_var;
}
/**
 * Get the value of number_NUMBER_0
 * @return the value of number_NUMBER_0
 */
new_class_4 getNumber_NUMBER_0 () {
    return number_NUMBER_0;
}

```

```
}
```

```
/**
```

```
 * Set the value of balane_real_0
```

```
 * @param new_var the new value of balane_real_0
```

```
 */
```

```
void setBalane_real_0 (new_class_5 new_var) {
```

```
    balane_real_0 = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of balane_real_0
```

```
 * @return the value of balane_real_0
```

```
 */
```

```
new_class_5 getBalane_real_0 () {
```

```
    return balane_real_0;
```

```
}
```

```
private:
```

```
void initAttributes ();
```

```
};
```

```
#endif // ACCOUN_H
```