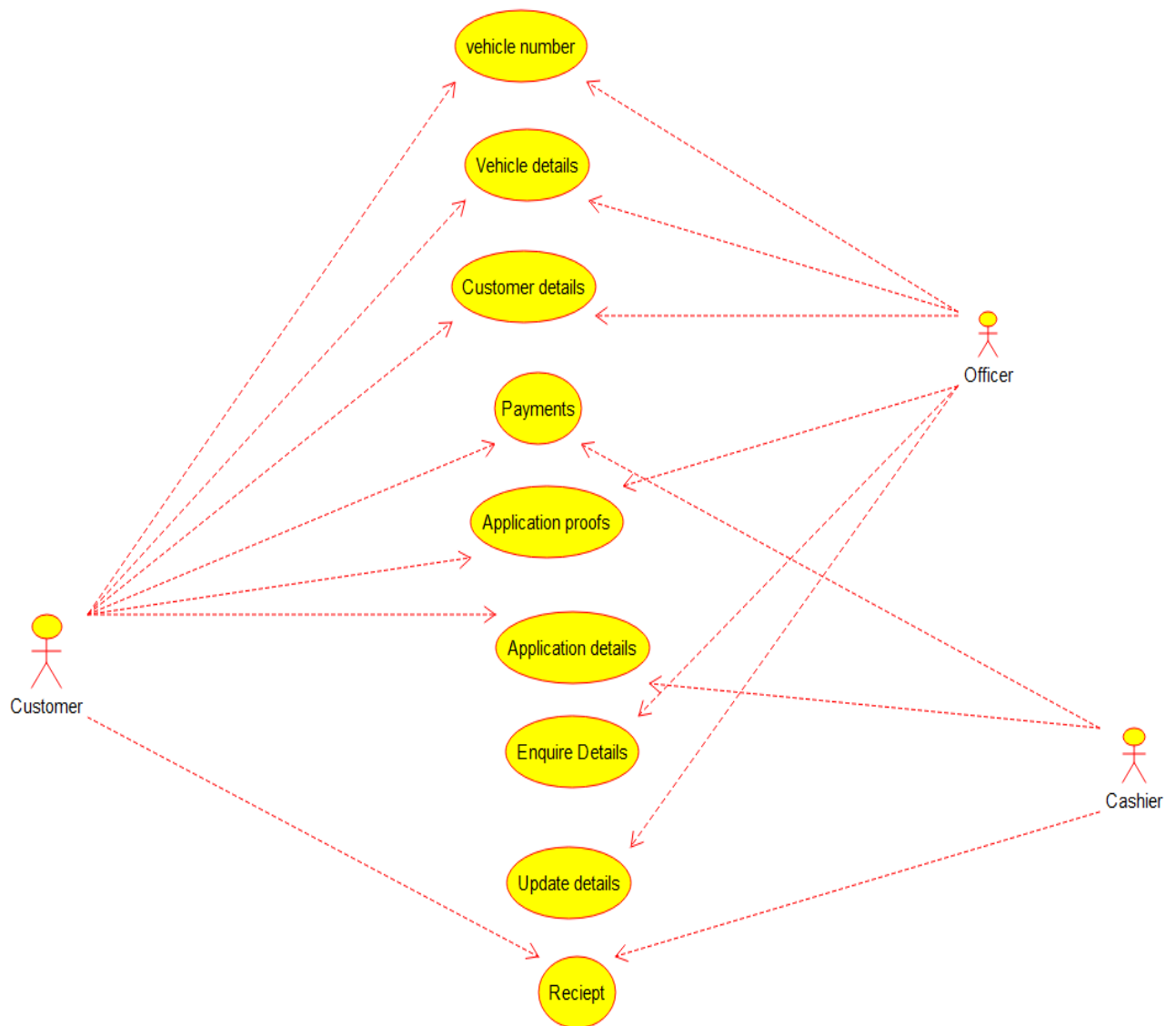
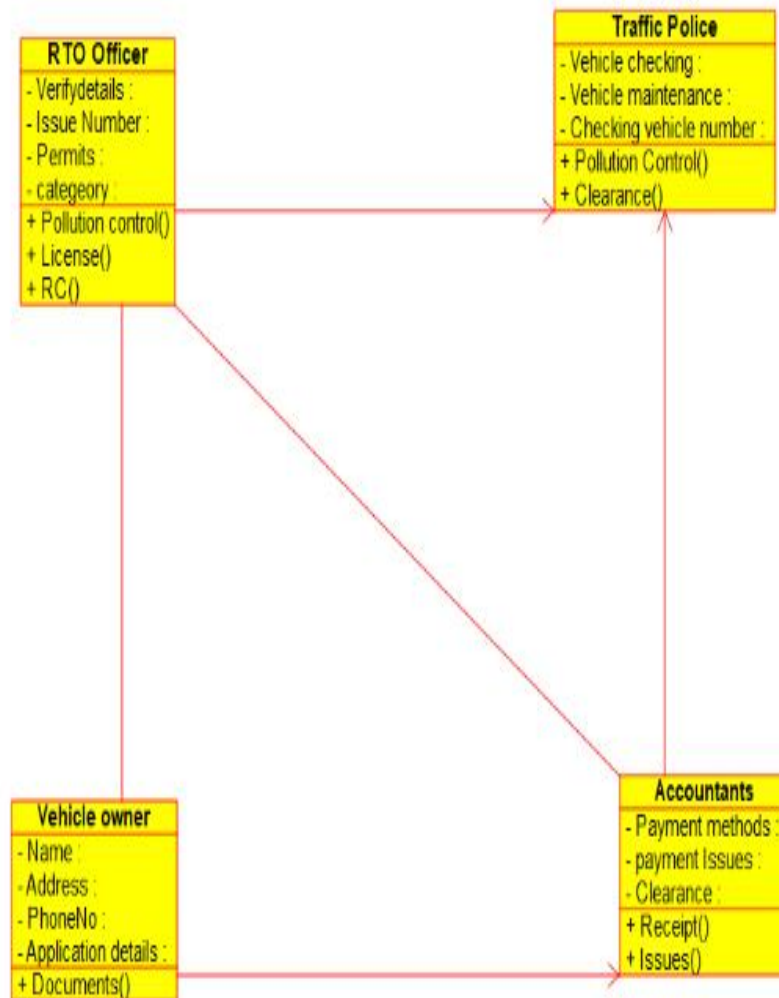


VEHICLE REGISTRATION NUMBER REGISTERING SYSTEM

USE CASE DIAGRAM



CLASS DIAGRAM



SKELETON CODE

```
#ifndef ACCOUNTANTS_H

#define ACCOUNTANTS_H

#include <string>

#include vector

/**
 * class Accountants
 *
 */

class Accountants
{
public:
    // Constructors/Destructors
    //
    /**
     * Empty Constructor
     */
    Accountants ();
    /**
     * Empty Destructor
     */
    virtual ~Accountants ();
    // Static Public attributes
    //
    // Public attributes
    //
    // Public attribute accessor methods
    //
    // Public attribute accessor methods
    //
    /**
```

```

*/
void Receipt ()
{
}

/**
*/
void Issues ()
{
}

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 Payment_methods;
    void payment_Issues;
    void Clearance;
public:
    // Private attribute accessor methods
    //

```

private:

public:

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

```
//
```

```
/**
```

```
 * Set the value of Payment_methods
```

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

```
 */
```

```
void setPayment_methods (void new_var) {
```

```
    Payment_methods = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of Payment_methods
```

```
 * @return the value of Payment_methods
```

```
 */
```

```
void getPayment_methods () {
```

```
    return Payment_methods;
```

```
}
```

```
/**
```

```
 * Set the value of payment_Issues
```

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

```
 */
```

```
void setPayment_Issues (void new_var) {
```

```
    payment_Issues = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of payment_Issues
```

```
 * @return the value of payment_Issues
```

```
 */
```

```
void getPayment_Issues () {
```

```
    return payment_Issues;
```

```
}
```

```
/**
```

```
* Set the value of Clearance
* @param new_var the new value of Clearance
*/
void setClearance (void new_var) {
    Clearance = new_var;
}
/**
* Get the value of Clearance
* @return the value of Clearance
*/
void getClearance () {
    return Clearance;
}
private:
    void initAttributes () ;
};
#endif // ACCOUNTANTS_H
```