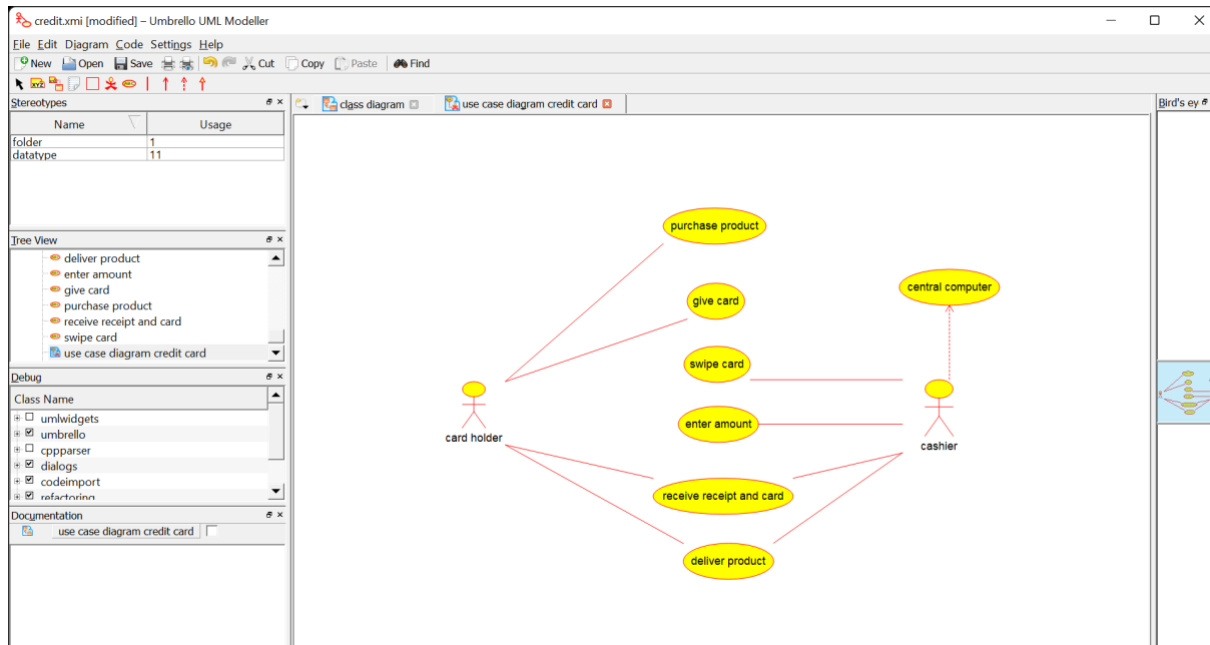


# CREDIT CARD PROCESSING SYSTEM

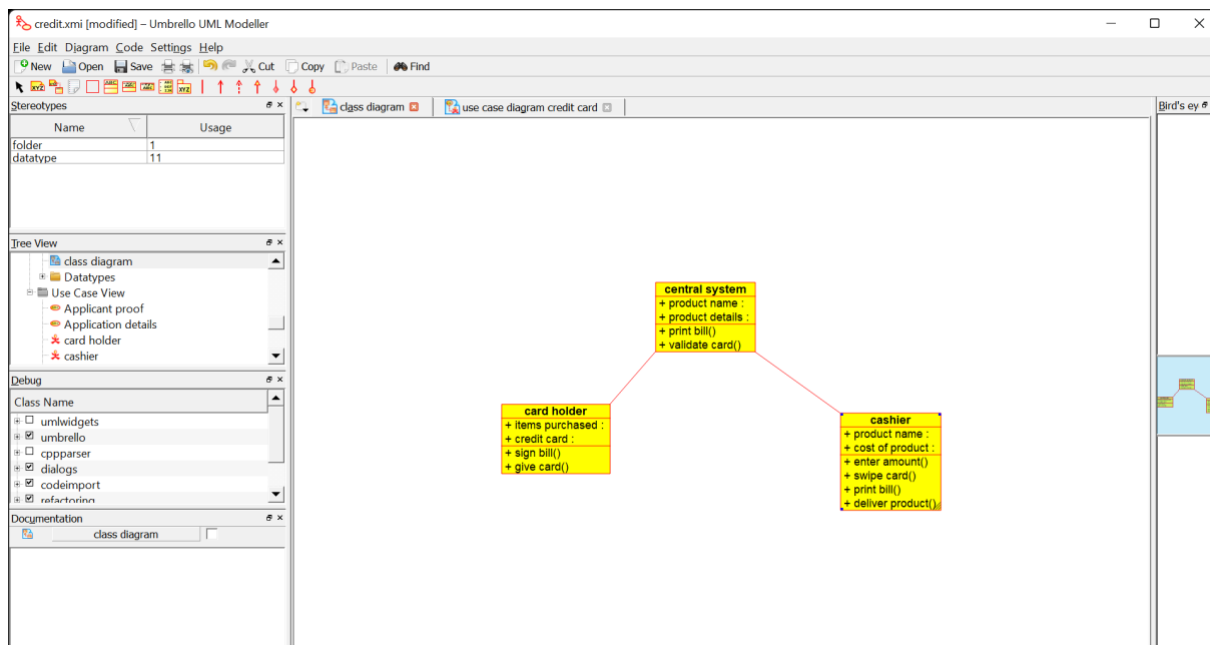
Swarna Anshu

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Usecase diagram:



Class diagram:



Code generation:

C++:

```
#include "central_system.h"

// Constructors/Destructors

//
central_system::central_system () {
initAttributes();
}
central_system::~~central_system () { }
//

// Methods

//
// Accessor methods
//
// Other methods
//

void central_system::initAttributes () {
}

#include "card_holder.h"

// Constructors/Destructors

//
card_holder::card_holder () {
initAttributes();
}
card_holder::~~card_holder () { }
//

// Methods

//
// Accessor methods
//
// Other methods
//
```

```
void card_holder::initAttributes () {  
    }  
#include "cashier.h"  
// Constructors/Destructors  
//  
cashier::cashier () {  
    initAttributes();  
}  
cashier::~~cashier () { }  
//  
// Methods  
//  
// Accessor methods  
//  
// Other methods  
//  
void cashier::initAttributes () {  
    }
```