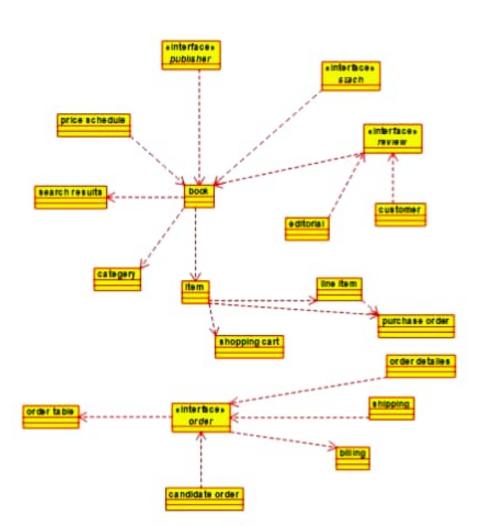


interface



```
* */class price schedule{public: // Constructors/Destructors // /** * Empty Constructor */
price schedule (); /** * Empty Destructor */ virtual ~price schedule (); // Static Public attributes
// // Public attributes // // Public attribute accessor methods // // Public attribute accessor
methods // protected: // Static Protected attributes // // Protected attributes // public: //
Protected attribute accessor methods // protected:public: // Protected attribute accessor methods
// protected:private: // Static Private attributes // // Private attributes // public: // Private
attribute accessor methods // private:public: // Private attribute accessor methods // private:};
#endif // PRICE SCHEDULE H
```

#ifndef PRICE SCHEDULE H#define PRICE SCHEDULE H#include <string>/** * class price schedule

```
#ifndef SEARCH RESULTS H#define SEARCH RESULTS H#include <string>/** * class search results
* */class search results{public: // Constructors/Destructors // /** * Empty Constructor */
search results (); /** * Empty Destructor */ virtual ~search results (); // Static Public attributes //
// Public attributes // // Public attribute accessor methods // // Public attribute accessor
methods // protected: // Static Protected attributes // // Protected attributes // public: //
Protected attribute accessor methods // protected:public: // Protected attribute accessor methods
// protected:private: // Static Private attributes // // Private attributes // public: // Private
attribute accessor methods // private:public: // Private attribute accessor methods // private:};
#endif // SEARCH RESULTS H
```

```
order{public: // Public attribute accessor methods // // Public attribute accessor methods //
protected:public: // Protected attribute accessor methods // protected:public: // Protected
attribute accessor methods // protected private mublicy // Drivete attribute accessor methods //
```

```
public: // Protected attribute accessor methods // protected:public: // Protected attribute accessor
methods // protected:private: // Static Private attributes // // Private attributes // void
PAYMENT; void TRANSACTION; public: // Private attribute accessor methods // private: public: //
Private attribute accessor methods // /** * Set the value of PAYMENT * @param new var the
new value of PAYMENT */ void setPAYMENT (void new var) { PAYMENT = new var; } /** * Get
the value of PAYMENT * @return the value of PAYMENT */ void getPAYMENT () { return
PAYMENT: } /** * Set the value of TRANSACTION * @param new var the new value of
TRANSACTION */ void setTRANSACTION (void new var) { TRANSACTION = new_var; } /** * Get
the value of TRANSACTION * @return the value of TRANSACTION */ void getTRANSACTION () {
```

return TRANSACTION; }private: void initAttributes ();};#endif // PAY H