SOIL - if statements and for loops

Consider the two new methods added to the banking model in the code excerpt below.

```
class Customer
  attributes
    name : String
    wealth : Integer
    openNewAccount(accType : String)
    begin
        declare acc : BankAccount;
        if accType = 'savings' then
            acc := new SavingsAccount
        else
            acc := new CurrentAccount
        end;
        acc.balance := 0;
        Write('Enter new account number: ');
        acc.accNo := ReadLine();
        insert (self, acc) into HasAccounts
    end
    showWealth() : Integer
    begin
        declare wealth : Integer;
        wealth := 0;
        for acc in self.accounts do
            wealth := wealth + acc.balance
        self.wealth := wealth;
        WriteLine('Wealth is ');
        --Write (wealth);
        result := wealth
    end
end
```

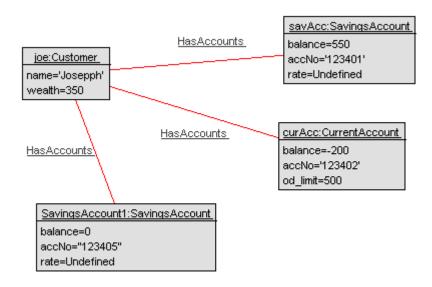
Load this modification of **bank.use** into USE and open **bank.soil** created previously to set up a few objects. Open the Object diagram view to see the objects.

```
use> open bank.soil
bank.soil> -- Script generated by USE 4.2.0
bank.soil> !new Customer('joe')
bank.soil> !joe.name := 'Josepph'
bank.soil> !new SavingsAccount('savAcc')
bank.soil> !new CurrentAccount('curAcc')
bank.soil> !savAcc.accNo := '123401'
bank.soil> !curAcc.accNo := '123402'
bank.soil> !savAcc.balance := 550
bank.soil> !curAcc.balance := - 200
bank.soil> !curAcc.od_limit := 500
bank.soil> !insert (joe,savAcc) into HasAccounts
bank.soil> !insert (joe,curAcc) into HasAccounts
bank.soil> !insert (joe,curAcc) into HasAccounts
bank.soil>
```

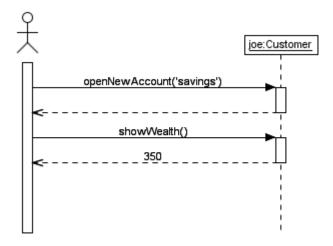
Then from the command window try:

```
bank.soil>
use> !joe.openNewAccount('savings')
Enter new account number: '123405'
use> !joe.showWealth()
Wealth is
use>
```

After this, object diagram should look like



Then open sequence diagram view.



Query Operations

Here instead of code like

```
wealth := wealth + acc.balance
```

in showWealth(), which accesses a bank account object attribute value directly, we use a query method **getBalance()** which will simply return the balance. This is better OO code design. So USE code will in class BankAccount now look like:

```
getBalance() : Integer
begin
    result := self.balance;
end
```

and in class Customer

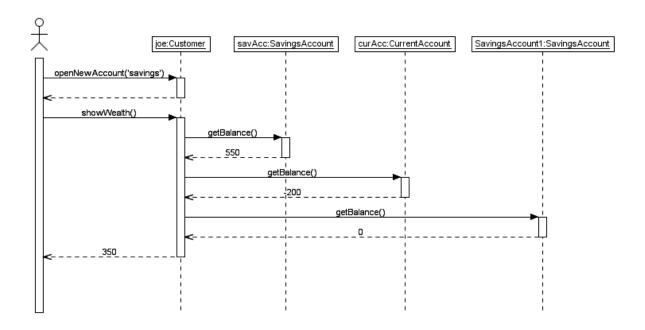
```
showWealth() : Integer
begin

  declare wealth : Integer, b : Integer;
  wealth := 0;
  for acc in self.accounts do
       b := acc.getBalance();
       wealth := wealth + b
  end;
  self.wealth := wealth;
  result := wealth
```

If you now open the SOIL file and run as before the command

```
bank.soil>
use> !joe.openNewAccount('savings')
Enter new account number: '123405'
use> !joe.showWealth()
use>
```

the sequence diagram view will now look like:



USE seems to only show method invocations in sequence diagram when they are non-query methods. A method is non-query when it has an assignment or invokes another non-query method.

For example, change the getBalance() operation from

to

which is a simple query method.

Then rerun the previous command and look at the sequence diagram. Now would look like:

