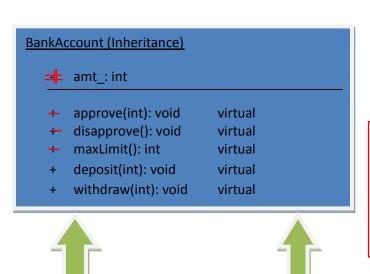
Part 2:

a) We have built a c++ application that simulates bank transaction. User is given a choice of creating either a regular account or a VIP account; both accounts can have any amount of deposit but regular account has a 1000 withdraw limit while VIP account has 2000 withdraw limit. We have applied the template pattern to this problem and below is a partial UML diagram before applying any design pattern.



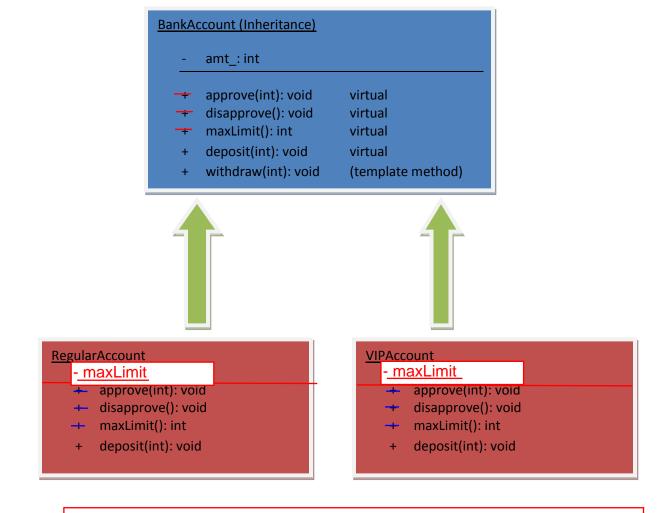
Member functions approve(), disapprove(), maxLimit() should be private or protected -- they should not be part of the public interface.
And amt_ is protected (to match the implementation)

RegularAccount

- + approve(int): void
- + disapprove(): void
- + maxLimit(): int
- + deposit(int): void
- + withdraw(int): void

VIPAccount

- approve(int): void
- -+ disapprove(): void
- + maxLimit(): int
- + deposit(int): void
- + withdraw(int): void



Note that maxLimit is underlined, to indicate it is a static data member