Association and Multiplicity
Winter 2015

Design a program in C++ to implement the one-to-many association shown below. In this example, it is assumed that an instance of the Main Menu object is responsible for creating instances of the Transaction Menu. A transaction menu class has the following attributes: name of the transaction, account number, amount, and account balance. Three transactions are possible: deposit, withdraw, and determine balance. When the deposit menu object is invoked it displays "Deposit" as the name of the transaction, the account number, the amount deposited to that account, and the account balance on the screen. When the withdraw menu object is invoked it displays "Withdrawal" as the name of the transaction, the account number, the amount withdrawn from that account, and the current account balance. When the determine balance menu object is invoked it displays "Determine balance" as the name of the transaction, the account number, and the balance on that account.

The Main Menu class must have a method to instantiate each of the transaction menus based on the input entered at the command line by the user. The user must also enter the values of the attributes/data for each transaction (e.g. account number, amount deposited, amount withdrawn, etc.).

In your program, you must instantiate one Main Menu object. The object then waits for the user prompt to create a proper transaction menu.