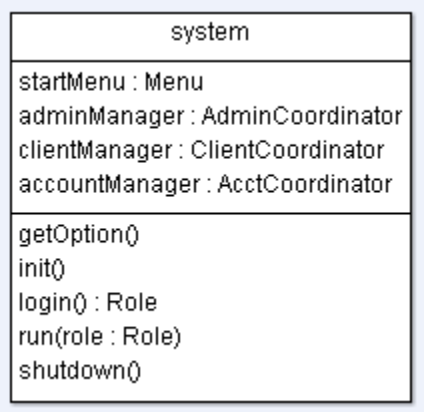
Project: A Secure Teller Terminal System

System Class and System Integration

1. System Class

- How to create a system class?

  A sample design of the system class is given below:



2. The main() function

- How to implement the main() function()?

```
int main() {
    system sys; //this is a system object
    int option;
    Role role; //you must define this data structure first

    bool quit = false;

    system.init();  //all the menus are created; all the data sets are loaded from files
    while (!quit) {
            option = system.getOption();  //displayMenu is implemented inside this function
            if (option == 1) { //login is chosen
                    role = sys.login();
                    sys.run(role);
            }
            Else quit = true;
    }
    sys.shutdown();  //save all the data sets to the files
    return 0;
}
```

```
System::Run(role) {
    If (role == admin)
        adminManager.get_admin_menu_driver();
    else client_acct_Manager.clientacct_menu_driver();
}
```

3. The adminCoordinator class – Integrates the admin_menu with staff_DB

```
adminCoordinator:
        data:
                admin_menu : menu
                staff_DB :  staff_table
        functions:
                admin_menu_driver   //Integrates the admin_menu with staff_DB
                add_staff()
                staff <- get_staff(staff_name)

adminManger::admin_menu_driver() {
        exit = false;
        while (not exit) {
                admin_menu.display();
                option = admin_menu.getOption()
                switch (option)
                        case '2': add_staff()
        }
}

adminManager::addstaff() {
        enter user staff_name;
        enter password;
        staff <- create an new staff object(staff_name, password);
        exist <- staff_DB.check(staff_name);
        if (exist == false) {
                staff_DB.push_back(staff);
                print "staff is successfully added" message;
        }
        else "do not add an existing staff"
}
```