## **Sample Class Diagram**

## <u>System</u>

Purpose: Sets up the terminal system.

Member Variables:

menu header

neader staffTable accountTable

clientTable

Functions:

Login() Exit()

## Account Table

Purpose: Holds all account objects.

Member Variables: accountVector

Functions:

addAccount()

editAccount()

getAccount()

getAccountList()

displayAccounts()

saveAccounts()

0..\*

## <u>Account</u>

Purpose: Handles accounts within the system.

Member Variables: clientName

accountNumber accountType

balance

Functions:

deposit()

withdraw()

setClientName()

setAccountNumber()

setAccountType()

setBalance()

getClientName()

getAccountNumber()

getAccountType()

getBalance()