|  |
| --- |
| **Account** |
| # Names: vector<string>  # Balance: vector<string>   * Choice: int * Length: int * x: int * y: int * amount: double |
| + ViewBalance (int): void  + Account (string, string) |

Class Diagram

|  |
| --- |
| **Savings Account** |
|  |
| + SavingsAccount (string file\_name, string username) |

|  |
| --- |
| **Checking Account** |
|  |
| + CheckingAccount (string file\_name, string username) |

|  |
| --- |
| **Customer** |
| * Choice\_c: int * Username: string * Password: string * Length: int * Names: vector<string> * Passwords: vector<string> |
| + Customer()  + Customer\_Menu (): int  + Customer\_Login (): int  + get\_username (): string |

Class Diagram

Activities Diagram

Banking program is initiated

Enter 3

Enter 2

Enter 1

Account Menu

Manage savings account

Manage checking account

Enter 1

Enter 2

Enter 3

Display customer menu

Notify user of incorrect login credentials

Verify username and password

Log in as customer

Display Menu

Exit program

Withdraw money

Deposit money

Update File

Enter dollar amount

|  |
| --- |
| **Employee** |
| * Choice\_e: int * Username: string * Password: string * Length\_c: int * Length\_e: int * Names: vector<string> * Passwords: vector<string> * Payroll: vector<double> * Customer\_names: vector<string> * Customer\_passwords: vector<string> * Savings: vector<double> * Checking: vector<double> |
| + Employee ()  + Employee\_Menu (): int  + Employee\_Login (): int  + Manage\_customer (string customer\_name): int  + View\_payroll (): int  + View\_All\_Accounts (): void  + Initialize (): void  + Add\_customer (): void  + Remove\_Customer (): void |

|  |
| --- |
| **Manager** |
| * Choice\_m: int * Username: string * Password: string * Length\_c: int * Length\_e: int * Length\_m: int * Names: vector<string> * Passwords: vector<string> * Payroll: vector<double> * Customer\_names: vector<string> * Customer\_passwords: vector<string> * Savings: vector<double> * Checking: vector<double> * Employee\_names: vector<string> * Employee\_passwords: vector<string> |
| + Manager ()  + Manager\_Menu (): int  + Manager\_Login (): int  + Manage\_customer (string customer\_name): int  + Manage\_employee (string employee\_name): int  + View\_All\_Accounts (): void  + Initialize (): void  + Add\_customer (): void  + Remove\_Customer (): void  + change\_pay (string employee\_name): void  + Add\_employee (): void  + Remove employee (): void  + View\_all\_employees (): void |

|  |
| --- |
| **Input** |
|  |
| + Input ()  + get\_string (int maxLength): string  + get\_string (int maxLength, string prompt): string  + get\_integer (int min, int max): int  + get\_integer (int min, int max, string prompt): int  + get\_float (float min, float max): float  + get\_float (float min, float max, string prompt): float  + |