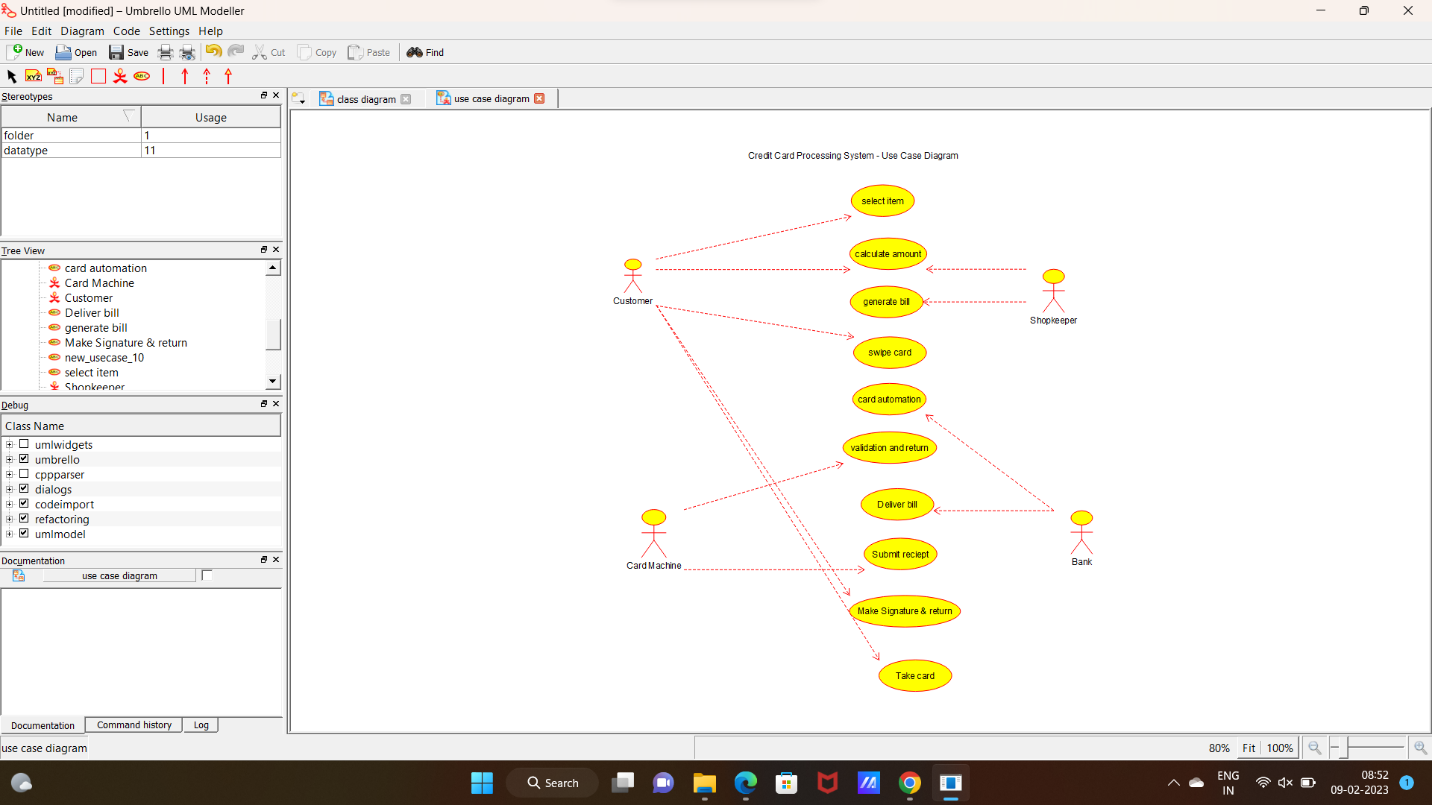
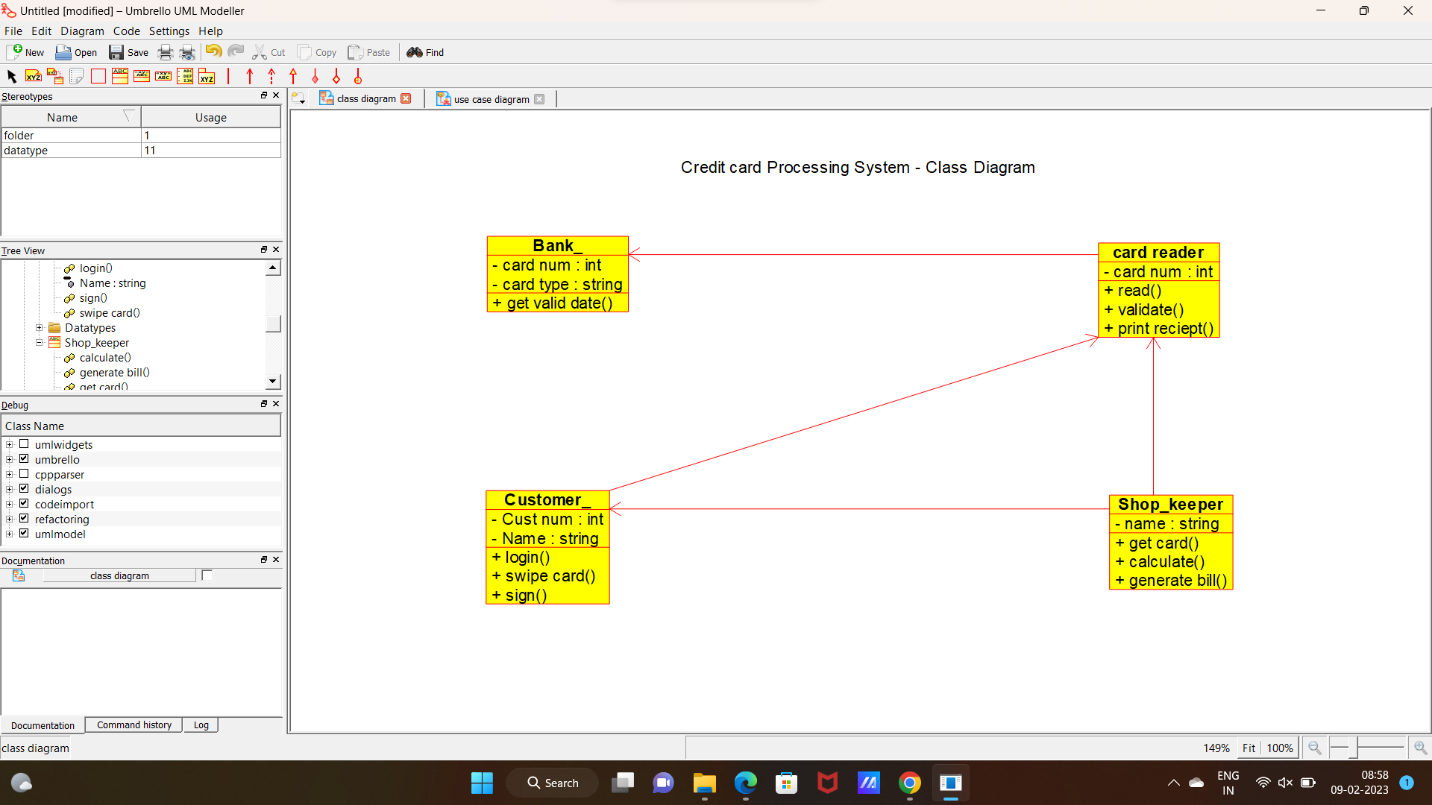
7 – CREDIT CARD SYSTEM

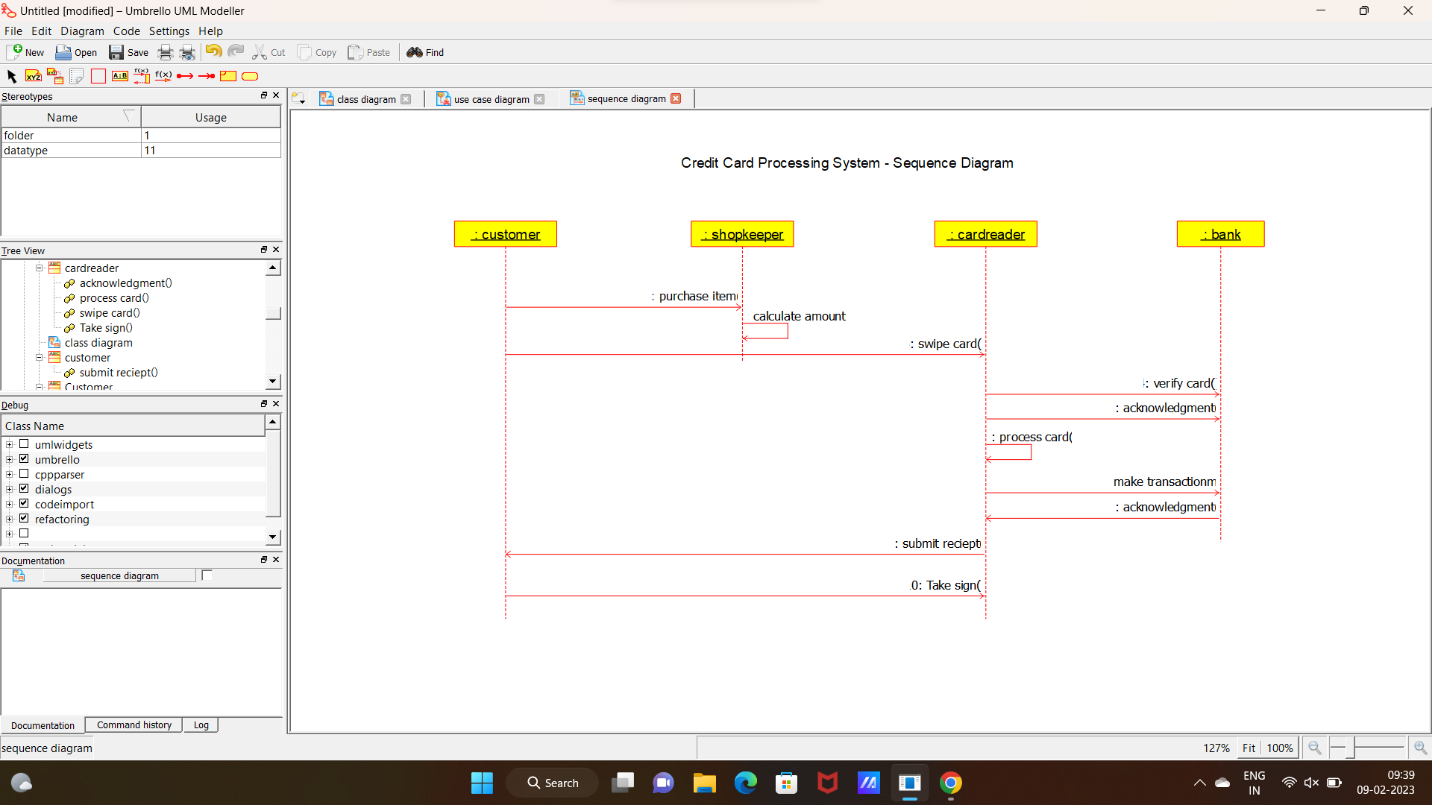
USE CASE DIAGRAM:



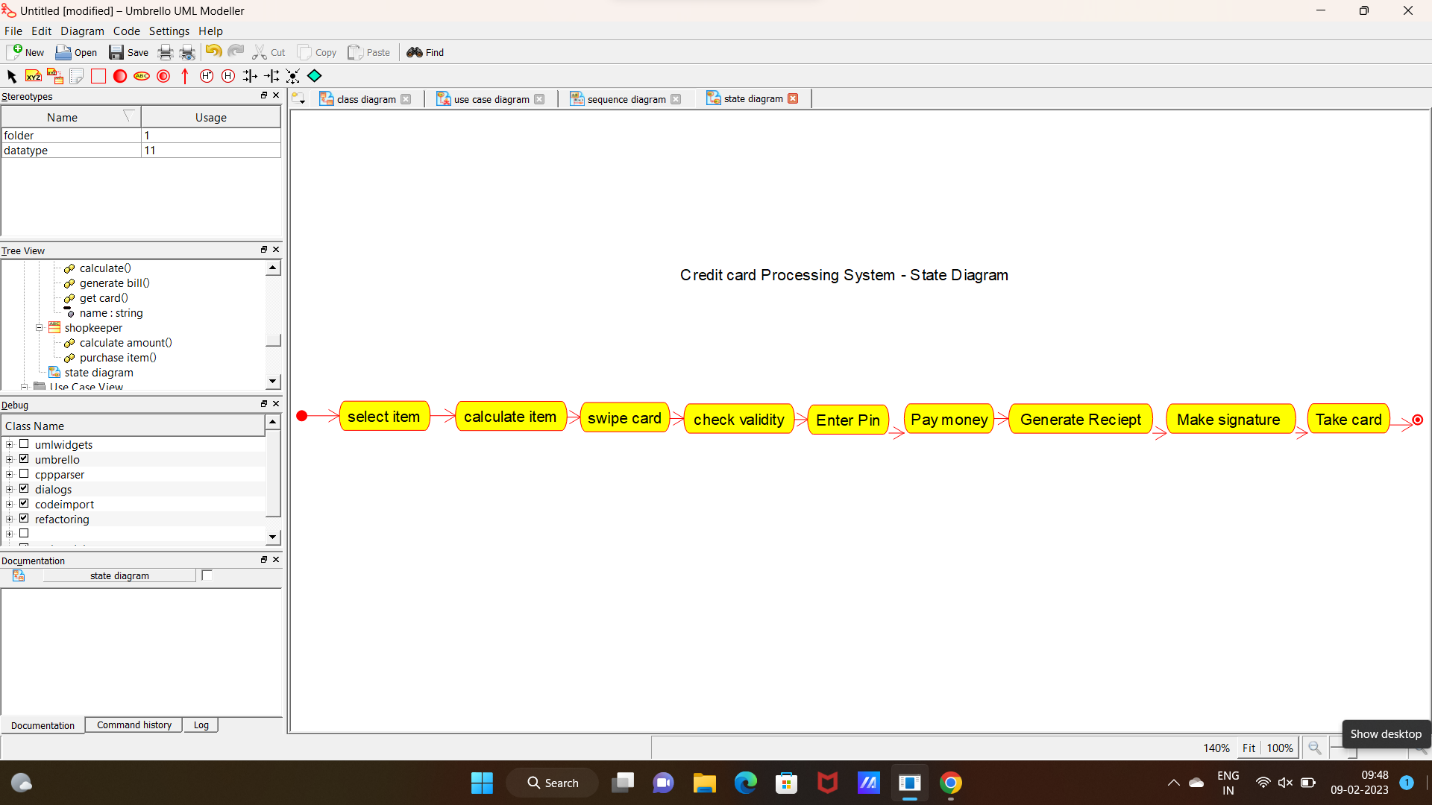
2:CLASS DIAGRAM:



3:SEQUENCE DIAGRAM:



4:STATE CHART DIAGRAM:



**CODE:**

BANK:

#include "Bank\_.h"

// Constructors/Destructors

//

Bank\_::Bank\_ () {

initAttributes();

}

Bank\_::~Bank\_ () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Bank\_::initAttributes () {

}

CARD READER:

#include "card\_reader.h"

// Constructors/Destructors

//

card\_reader::card\_reader () {

initAttributes();

}

card\_reader::~card\_reader () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void card\_reader::initAttributes () {

}

CUSTOMER:

#include "Customer\_.h"

// Constructors/Destructors

//

Customer\_::Customer\_ () {

initAttributes();

}

Customer\_::~Customer\_ () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Customer\_::initAttributes () {

}

SHOP KEEPER:

#include "Shop\_keeper.h"

// Constructors/Destructors

//

Shop\_keeper::Shop\_keeper () {

initAttributes();

}

Shop\_keeper::~Shop\_keeper () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Shop\_keeper::initAttributes () {

}