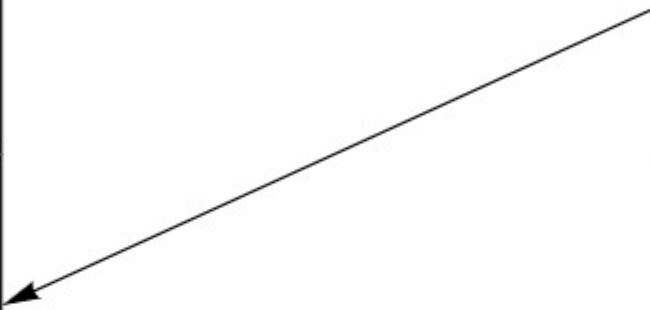


class Card	
Methods	Attribute
top_up	@balance
deduct_money(amount)	@balance_limit
	@journey_history {start_station => "", end_station => ""}



class Station	
Methods	Attribute
touch_in(card) allow_entry? (or raise error) check_balance(card.balance) check_previous_journey_for_penalty	@zone
touch_out(card) calculate_fare(card.start, card.end) <Card.deduct_money(fare)>	@minimum_fare