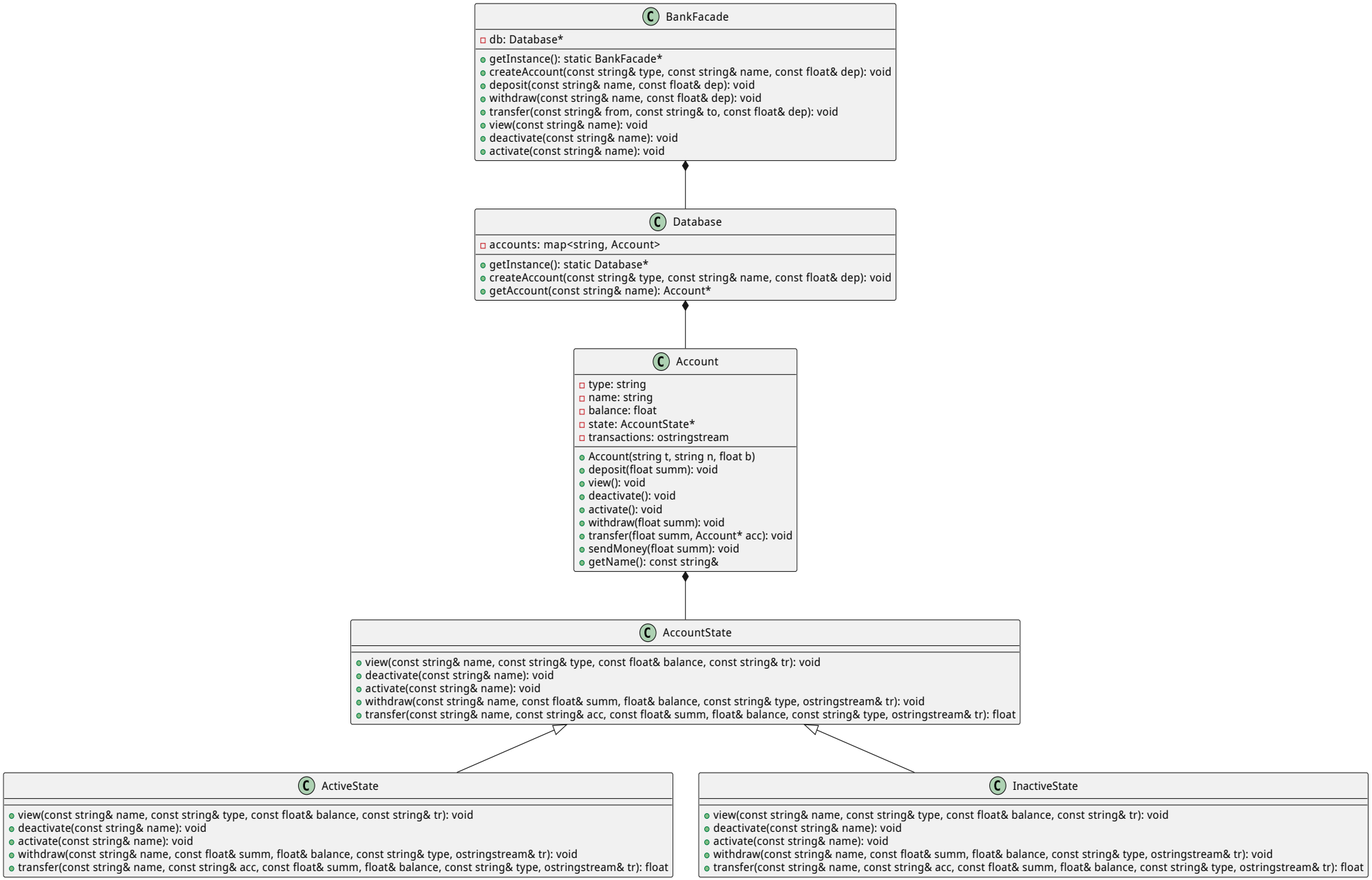
UML Diagram


BankFacade
db: Database*
getInstance(): static BankFacade*
createAccount(const string& type, const string& name, const float& dep): void
deposit(const string& name, const float& dep): void
withdraw(const string& name, const float& dep): void
transfer(const string& from, const string& to, const float& dep): void
view(const string& name): void
deactivate(const string& name): void
activate(const string& name): void
Database
accounts: map<string, Account>
getInstance(): static Database*
createAccount(const string& type, const string& name, const float& dep): void
getAccount(const string& name): Account*
Account
type: string
name: string
balance: float
state: AccountState*
transactions: ostringstream
Account(string t, string n, float b)
deposit(float summ): void
view(): void
deactivate(): void
activate(): void
withdraw(float summ): void
transfer(float summ, Account* acc): void
sendMoney(float summ): void
getName(): const string&
AccountState
view(const string& name, const string& type, const float& balance, const string& tr): void
deactivate(const string& name): void
activate(const string& name): void
withdraw(const string& name, const float& summ, float& balance, const string& type, ostringstream& tr): void
transfer(const string& name, const string& acc, const float& summ, float& balance, const string& type, ostringstream& tr): float
ActiveState
view(const string& name, const string& type, const float& balance, const string& tr): void
deactivate(const string& name): void
activate(const string& name): void
withdraw(const string& name, const float& summ, float& balance, const string& type, ostringstream& tr): void
transfer(const string& name, const string& acc, const float& summ, float& balance, const string& type, ostringstream& tr): float
InactiveState
view(const string& name, const string& type, const float& balance, const string& tr): void
deactivate(const string& name): void
activate(const string& name): void
withdraw(const string& name, const float& summ, float& balance, const string& type, ostringstream& tr): void
transfer(const string& name, const string& acc, const float& summ, float& balance, const string& type, ostringstream& tr): float