Table 1.1 Client Application

Name	Client_Application
Base Class	
Purpose	The Purpose of the Client Application is it helps the user login into the application.
States	Empty, full, or neither. Inactive or Active
Constructors	Default
Operators Mutators	login() resetPassword() refreshBalancesFromServer() updateProfile() register() getHelp()
Accessors	
Fields	User_information

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Table 2.1 – Client_Application::login

Prototype	Client_Application::login(User_Information)
Purpose	*Helps the user login into the client application*
Receives	*The Login receives a string from the user.*
Returns	*The Login returns True if the login Id is true or False if the login Id is false.*
Remarks	*If Login ID matches it logins to the system.*

Table 2.2 – Client_Application::resetPassword

Prototype	Client_Application::resetPassword(user:User_Information)
Purpose	*The purpose of the reset password is if the user forgets the password, he can reset it.*
Receives	*The reset password receives the string from the user, in this the userid is the string.*
Returns	*True if the userid matches* *False if the userid doesn't match.*
Remarks	*Helps to reset the password*

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Table 2.3 – Client_Application::register

Prototype	Client_Application::register(user:User_Information)
Purpose	*The purpose of Register is for a new user to register into the FH mobile App.*
Receives	*The Register receives the user name, password which is a string*
Returns	*void*
Remarks	*Helps to register for a new user.*

Table 2.4 – Client_Application::refreshBalancesFromServer

Prototype	Client_Application::refreshBalancesFromServer()
Purpose	*The purpose of the Refresh balance is it updates the balance for the user*
Receives	*The Refresh Balance receives Integers from the Server.*
Returns	*It returns Balance as Integers.*
Remarks	*The Refresh Balance helps to check the balance for the user.*

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Table 2.5 – Client_Application::getHelp

Prototype	Client_Application::getHelp()
Purpose	*The Purpose of the Get Help is it brings up the instructions on how to use the application.*
Receives	*void*
Returns	*text*
Remarks	*Brings up the instructions and how to use the app.*

Table 2.6 – Client_Application::updateProfile

Prototype	Cilent_Application::updateProfile (User_Information)
Purpose	*If the User wants to change his information, he can click the update User information.*
Receives	*The Update user information receives the input as string*
Returns	*True if the update is successful* *False if the update is successful.*
Remarks	*Helps to modify an already created User Information.*

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