## **BudgetFinance** budget: Budget \_transaction\_list: list **Budget** budget\_category: string status: boolean \_amount\_spent: float amount\_left: float \_total\_amount\_allocated: float - notification dictionary: dictionary + get\_budget\_category(): string + set\_budget\_category(string): void + update\_budget(float): void + get\_status(): boolean + get transaction list(): list + set\_status(boolean): void + set\_amount\_spent(float): void + get\_amount\_spent(): float + get\_amount\_left(): float + set\_amount\_left(float): void + set\_total\_amount\_allocated(float): void + get total amount allocated(): float + get\_notification\_dictionary(): dictionary + update\_budget(float): void **Account** user: User bank: Bank + get\_user\_name(): string + set\_user\_type(): string + get\_budget\_allocated(string): float + get\_budget\_left(string): float + get\_budget\_spent(string): float **Bank** \_bank\_name: string account number: int + is\_account\_locked(string): boolean - \_bank\_balance: float + withdraw\_from\_bank(float): void + get\_name(): string + update\_budget(string, float): void + get\_account\_number(): int

+ get\_bank\_balance(): float

+ set\_account\_number(int): void

+ set\_bank\_balance(float): void

+ subtract\_from\_balance(float): void

+ add\_to\_balance(float): void

## + get budget category(): string + set\_budget\_category(string): void **Transaction** + get budget status(): boolean - \_datetime: datetime + set\_budget\_status(boolean): void \_dollar\_amount: float + set\_budget\_amount\_spent(float): void \_name\_of\_place: string + get\_budget\_amount\_spent(): float + get\_budget\_amount\_left(): float + get\_datetime(): datetime + set\_budget\_amount\_left(float): void + set datetime(datetime): void + set budget total amount allocated(float): void + get\_dollar\_amount(): float + get\_budget\_total\_amount\_allocated(): float + set\_dollar\_amount(string): void + get\_notification\_dictionary(): dictionary + get\_name\_of\_place(): string + set name of place(string): void + set\_transaction\_list(list): void + add\_to\_transactions(Transaction): void User \_name: string - age: int user\_type: string + get\_name(): string + set\_name(string): void + get\_age(): int + set\_age(int): void budget\_finance\_dictionary: dictionary + get\_user\_type(): string + set\_user\_type(string): void + get\_notification\_dictionary(string): dictionary + is transaction feasible(float): boolean + add\_a\_transactions(string, Transaction): void + print\_transactions(string): void + get\_budget\_finance\_status(string): boolean + set\_budget\_finance\_status(string, boolean): boolean + get\_bank(): Bank + is two budget locked(): boolean **FAM** account list: list + fam main menu(): void + fam\_existing\_user\_menu(Account): void + fam\_sub\_menu(Account): void + perform\_check(Account, string): void + perform\_angel\_check(Account, string): void + perform\_trouble\_maker\_check(Account, string): void + perform\_rebel\_check(Account): void + fam find existing account(): Account + find\_account(string): Account + does\_account\_exist(string): boolean

+ fam\_new\_user\_menu(): Account

+ fam make new user(): User

+ fam make bank menu(): Bank

+ pick\_budget\_category(): string

+ fam\_make\_budget\_menu(string): Budget

Driver

+ main():void