p/\*

\* Bank.h

\*/

#ifndef SRC\_BANK\_H\_

#define SRC\_BANK\_H\_

#include "Account.h"

#include <vector>

#include "BankOfficer.h"

class Bank {

vector<Account \*> accounts;

vector<BankOfficer> bankOfficers;

public:

Bank();

void addAccount(Account \*a);

void addBankOfficer(BankOfficer b);

vector<BankOfficer> getBankOfficers() const;

vector<Account \*> getAccounts() const;

//-------

double getWithdraw(string cod1) const;

vector<Account \*> removeBankOfficer(string name);

const BankOfficer& addAccountToBankOfficer(Account \*ac, string name);

void sortAccounts();

};

template <class T>

bool inVector(const vector<T> &v1, const T &elem) {

for (auto &x: v1) {

if (x == elem)

return true;

}

return false;

}

template <class T>

unsigned int numberDifferent (const vector<T> & v1) {

if (v1.size() == 0)

return 0;

vector<T> temp;

for (auto &x: v1) {

if (!inVector(temp, x))

temp.push\_back(x);

}

return temp.size();

}

class NoBankOfficerException {

string name;

public:

NoBankOfficerException(const string &name) {this->name = name;}

string getName() {return name;}

};

#endif /\* SRC\_BANK\_H\_ \*/