/\*

\* BankOfficer.cpp

\*/

#include "BankOfficer.h"

unsigned int BankOfficer::id\_aux = 1;

BankOfficer::BankOfficer(): id(0) {}

void BankOfficer::setName(string nm){

name = nm;

}

string BankOfficer::getName() const{

return name;

}

vector<Account \*> BankOfficer::getAccounts() const {

return myAccounts;

}

void BankOfficer::addAccount(Account \*a) {

myAccounts.push\_back(a);

}

unsigned int BankOfficer::getID() const{

return id;

}

// ----------------------------------------------------------------------------------------------

BankOfficer::BankOfficer(string nm) {

name = nm;

id = id\_aux;

id\_aux++;

}

bool BankOfficer::operator> (const BankOfficer &b1) {

if (myAccounts.size() > b1.getAccounts().size())

return true;

else if (myAccounts.size() < b1.getAccounts().size())

return false;

return (name > b1.getName());

}