User D1 - Enhanced Design # privilege_: PRI # utype: UserType id_: string BankAccount pass_: string DEFAULT_PASSWORD: const string balance : double newUser_: boolean Client activated_: boolean + getID(): string saving : BankAccount - checking_: BankAccount + getPass(): string deposit(double, double&):boolean + changePassword(string): void withdraw(double, double&):boolean + getUserType(): UserType + openSavings(): void checkBalance():double + openChecking(): void activateAccount(const bool & open): boolean + depositSaving(double, double&): boolean + depositChecking(double, double&): boolean Extends Extends + withdrawSaving (double, double&): boolean + withdrawChecking (double, double&): boolean Extends Extends Extends Manager Maintenance SavingAccount CheckingAccount CreditAccount VendorClient + vendorConnection: Vendo + login() + mainscreen() + viewSpecial(): Type **DBDelegate** Vendor SimpleBank + dbConnection: sqlite3 dbconnection: DBDelegate + Inventory · loggedOnUser_: User + OpenAccount() clientdb_: ClientDB updateAccountBalance() + logon(): · loagedOn : bool + GetPasswordHash() + purchaseItem(); cashReserve_: double + NewTransaction() + FreezeCreditAccount() **BankClient** <<Use>>> 1 + RunQuery() + logon(): boolean + logout(): void userCache : User + newUser(String, UserType): void activeAccountCache_: BankAccount <<Use>>> + deleteUser(const string&); void CONFIG.h + getUser(const string&): User logger_: Logger + getClient(const string&): Client + updateClient(const string&, client): void clientMenu(): void Salite3 + openChecking(client&): void mgrMenu(): void + openSaving(client&): void mntMenu(): void + closeChecking(client&): void TriggerEndoOfMonth() + closeSaving(client&): void ViewCreditPurchases() PayCreditBalanceCommand + getCashReserve(): double + getTotalUsers(): int - Client + changePassword(const string&): void - DBDelegate: dbconnection Extends **ProcessCreditCommand** The Classes in yellow satisfy the requirements for D9, a modified execute(): void execute(): void design that includes a design ClientDB retrieveClientInfo() pattern.

