

```
1  #include "Transaction.h"
2
3  void Transaction_init(Transaction *txn, TransactionType type, int fromId, double
amount, int toId)
4  {
5      txn->type = type;
6      txn->fromAccountId = fromId;
7      txn->amount = amount;
8      txn->toAccountId = toId;
9  }
10
```