

```
1  //-----
2  // CheckingAccount.h
3  #ifndef CHECKINGACCOUNT_H
4  #define CHECKINGACCOUNT_H
5  #include <iofwd>
6  class string;
7
8  using namespace std;
9  #include "BankAccount.h" // class BankAccount (needed because of inheritance)
10 class Check;
11
12 class CheckingAccount : public BankAccount
13 {
14 public:
15     CheckingAccount(long accountNumber,
16                     double initialBalance,
17                     const string &firstName,
18                     const string &lastName);
19     ~CheckingAccount();
20     double getBalance() const;
21     void depositCheck(const Check &);
22     void depositCash(double);
23     void withdrawCash(double);
24     virtual ostream &print(ostream &) const;
25 protected:
26     void processAccount();
27 private:
28     struct CheckingAccountImpl;
29     CheckingAccountImpl *pimpl_;
30 };
31 ostream &operator<<(ostream &, const CheckingAccount &);
32 #endif
33
34 //-----
35 // Implementation of CheckingAccount.cpp
36 //
37 #include "CheckingAccount.h"
38 struct CheckingAccount::CheckingAccountImpl
39 {
40     long accountNumber_;
41     double balance_;
42     string firstName_;
43     string lastName_;
44     vector<double> deposits_;
45     vector<double> withdrawals_;
46     list<Check> checks_;
47 };
48
```