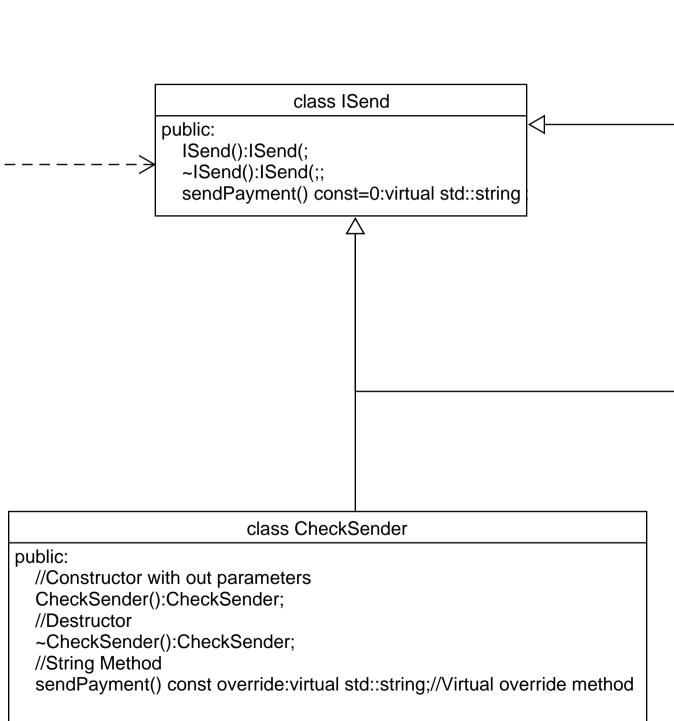
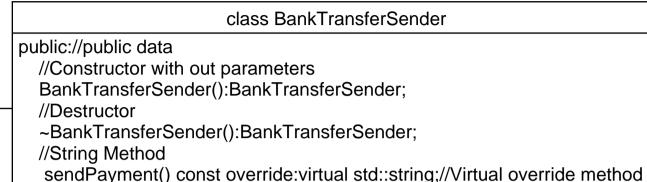
```
class Person
Attributes
private:
          firstName:std::string;
           lastName:std::string:
          documentId:int:
         iSend0=new BankTransferSender():ISend *;
         iSend1=new CashSender():ISend *;
         _iSend2=new CheckSender():ISend*;
Methods
public
       // Constructors
        Person():Person:
        Person(const std::string &firstName, const std::string &lastName, int documentId):Person(const std::string &firstName, const std::string &lastName, int documentId):Person(const std::string &lastName, int documentId):Person(con
        //Destructor
        virtual ~Person() = default:Person;
       // Gets and Sets methods
         getFirstName() cons: const std::string;
        setFirstName(const std::string &firstName): void;
         &getLastName() const:const std::string
        setLastName(const std::string &lastName):void;
        getDocumentId() const:int;
        setDocumentId(int documentId):void:
         processPaymentBankTransfer():std::string;
         processPaymentCash():std::string;
         processPaymentCheck():std::string;
```

toString() const:virtual std::string;

AbstractClass





## public://public data //Constructor with out parameters CashSender():CashSender; //Destructor ~CashSender():CashSender; //String Method

virtual std::string sendPayment() const override:virtual std::string;//Virtual override method

class CashSender