## Bank OTP: string - name: string Type: enum (Transaction'sType) - address: string · Value: float - cus: vector <Client> - TransTime : time - manager\_name: string - phone\_number: string + Transaction(): void + Savelog(): void + Export(): void + Bank(): void + showInfo(): void + addNewUser(rha: User): bool Admin - Login\_History: vector<time> · WorkBank: \*Bank //Để tham chiếu và quản lí - Name: string - Address: string - SocialID: string + Admin() + ~Admin() + CreateUser(a: vector<Client>): bool + DeleteUser(a: vector<Client>): bool + SearchUser(a: vector<Client\*>::iterator): bool + SearchTransaction(a : vector<Transaction\*>::iterator): bool + View\_LoginHistory(): void + View\_UserLoginHistory(a: vector<Client\*>::iterator): bool + ChangeID(): bool + ChangePassword(): bool + ChangeBankname(): bool **Account** - password: string username: string + Account() + Account(rha: Account) + Account(pw: string, usne: string) + Encrypt(): void + Authentication(ar\_password: string,ar\_u + ~Account()

**Transaction** 

## Client Name: string Address: string · BankAccount: vector<UserAccount\*> NumberofAccount: int SocialID: string UserID: string + Client(): void + OpenNewAccount() + CloseAccount() + Deposit(value: float): bool + Withdraw(value: float): bool + Transfer(value: float, AccountID: string): bool UserAccount - NumID: string - Balance: float - RefClient: Client\* - Limit: float + UserAcccount() + ~UserAccount() + getnumID(): string + getValue: float