Transaction Bank OTP: string - name: string Type: enum (Transaction'sType) - address: string · Value: float Name: string - cus: vector <User> - 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<User>): bool + DeleteUser(a: vector<User>): bool + SearchUser(a: vector<User*>::iterator): bool + SearchTransaction(a : vector<Transaction*>::iterator): bool + View_LoginHistory(): void + View_UserLoginHistory(a: vector<User*>::iterator): bool + ChangeID(): bool + ChangePassword(): bool + ChangeBankname(): bool **Account** - password: string - username: string

+ Account()

+ Encrypt(): void

+ ~Account()

+ Account(rha: Account)

+ Account(pw: string, usne: string)

+ Authentication(ar_password: string,ar_u

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

Client