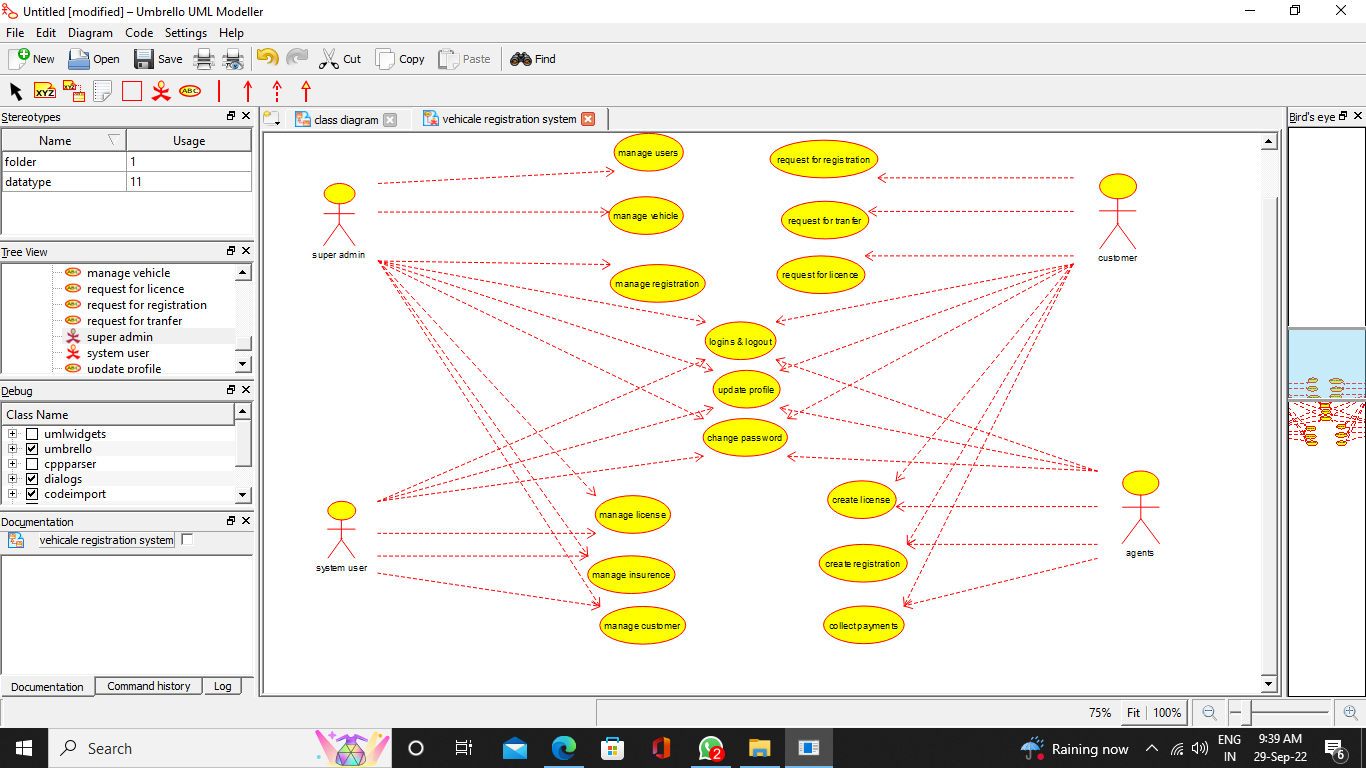
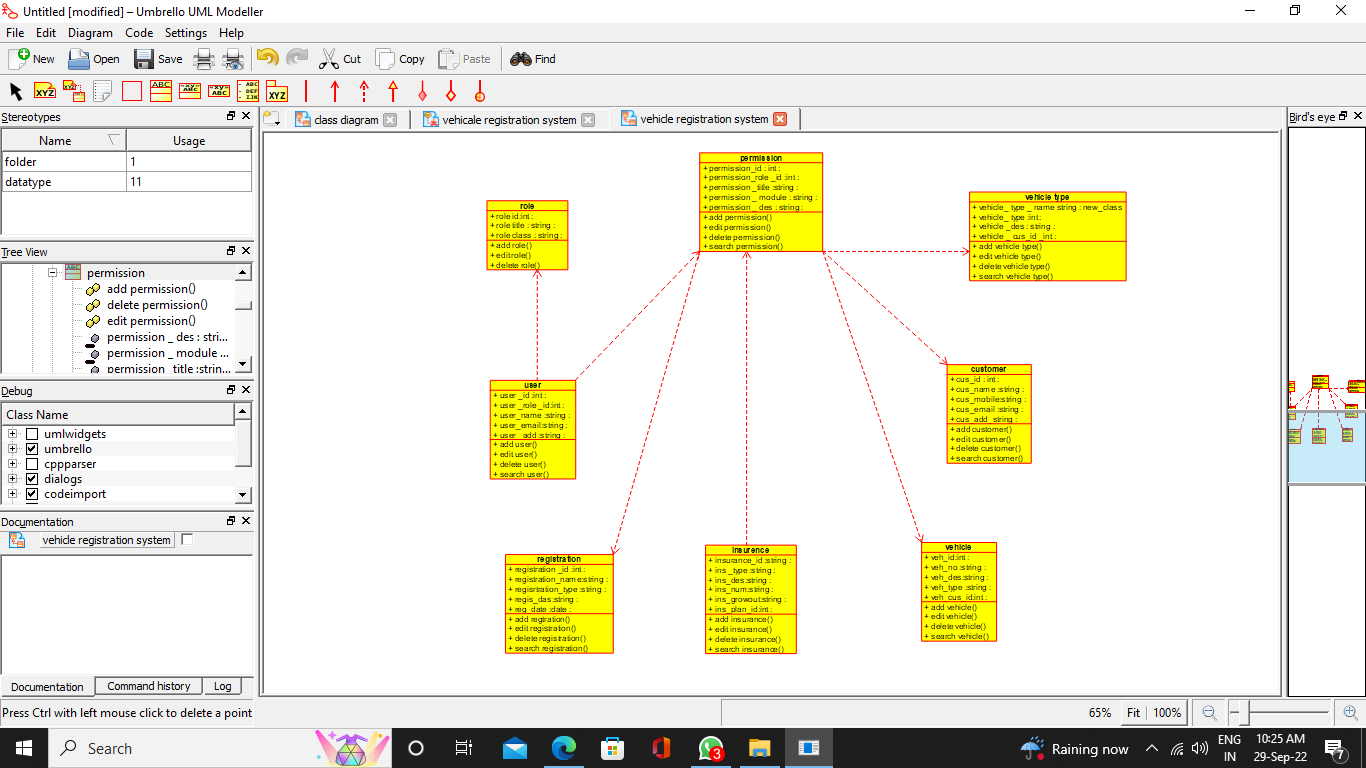
EXP 17 main

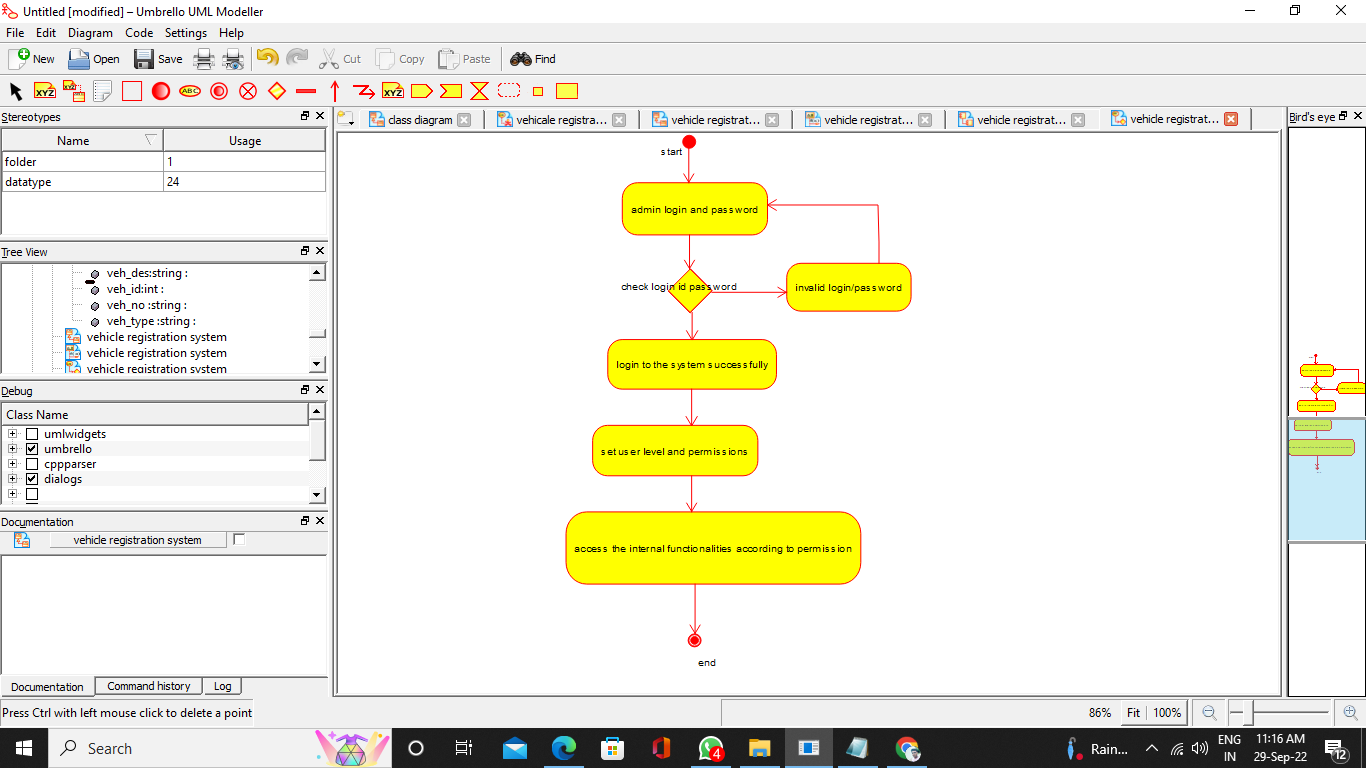
USE CASE DIAGRAM



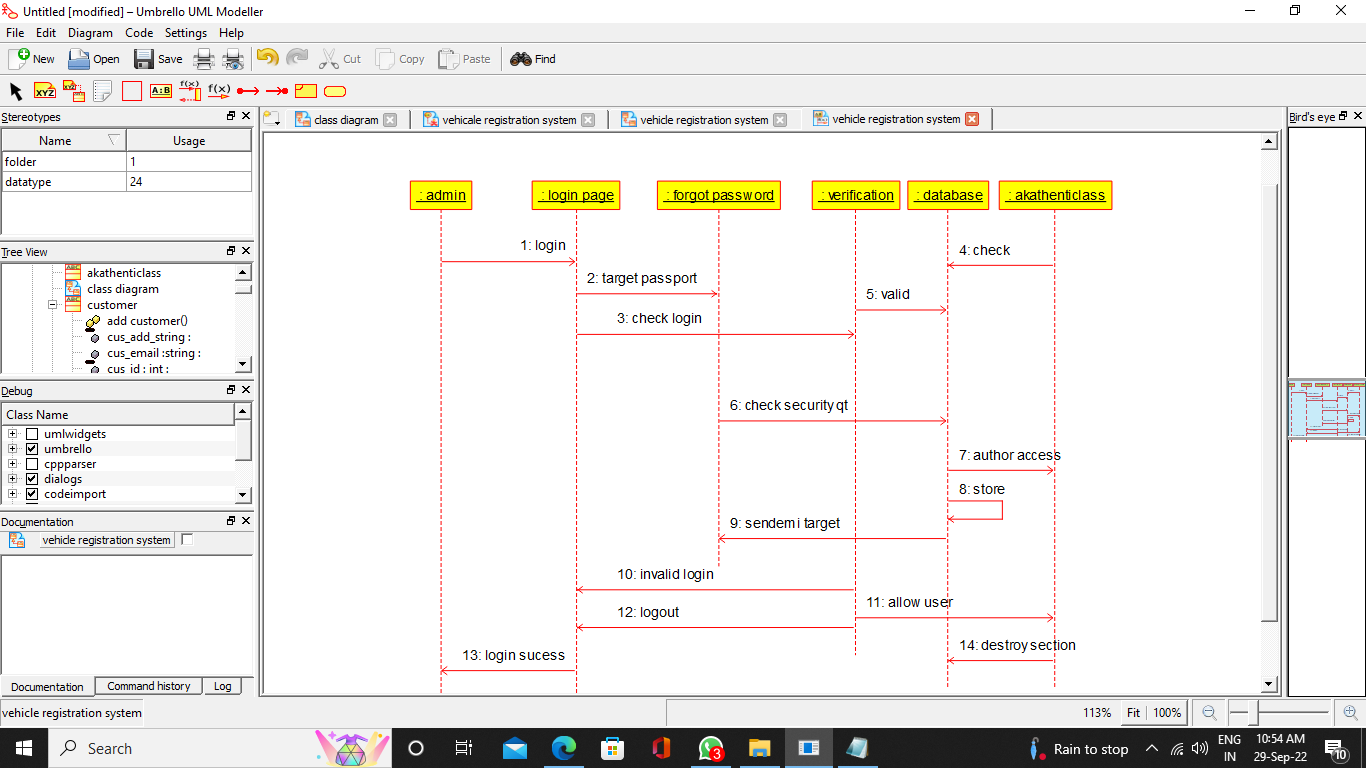
CLASS DIAGRAM



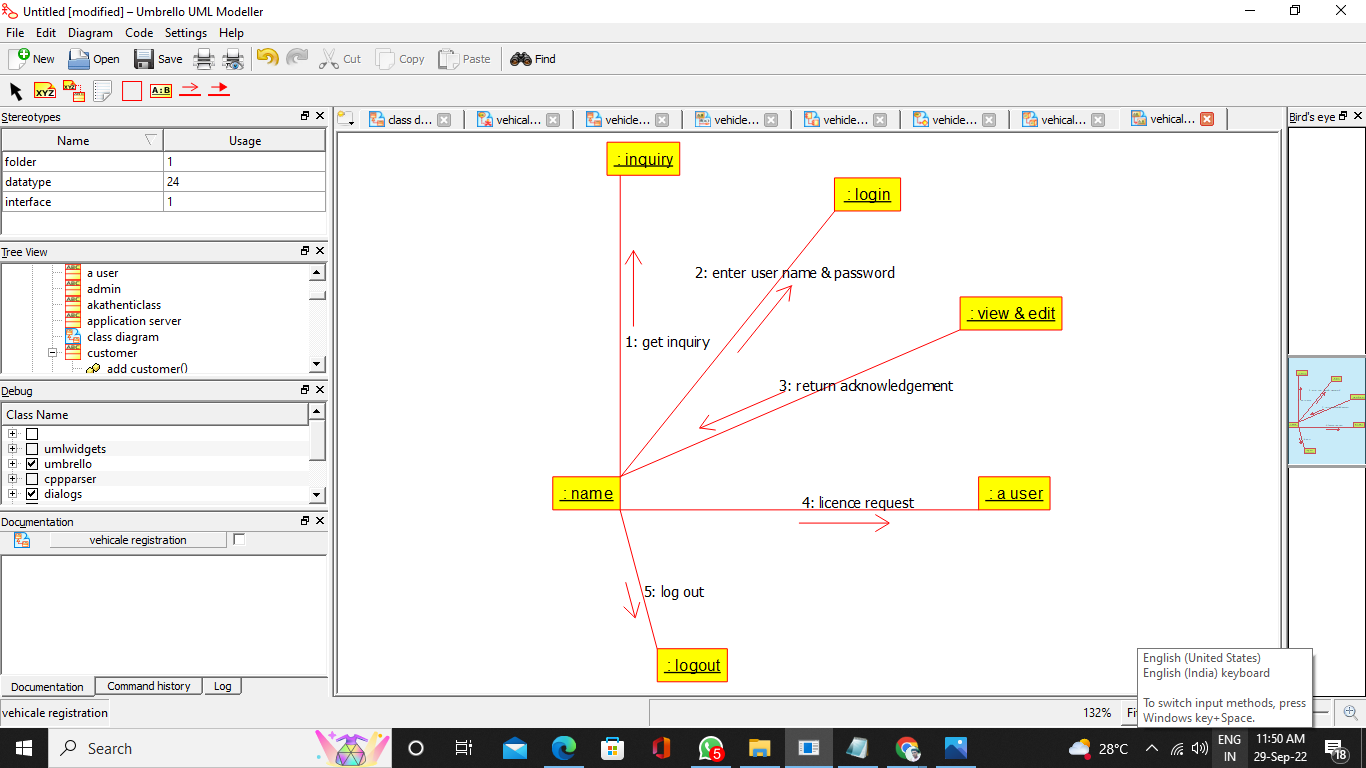
ACTIVITY DIAGRAM



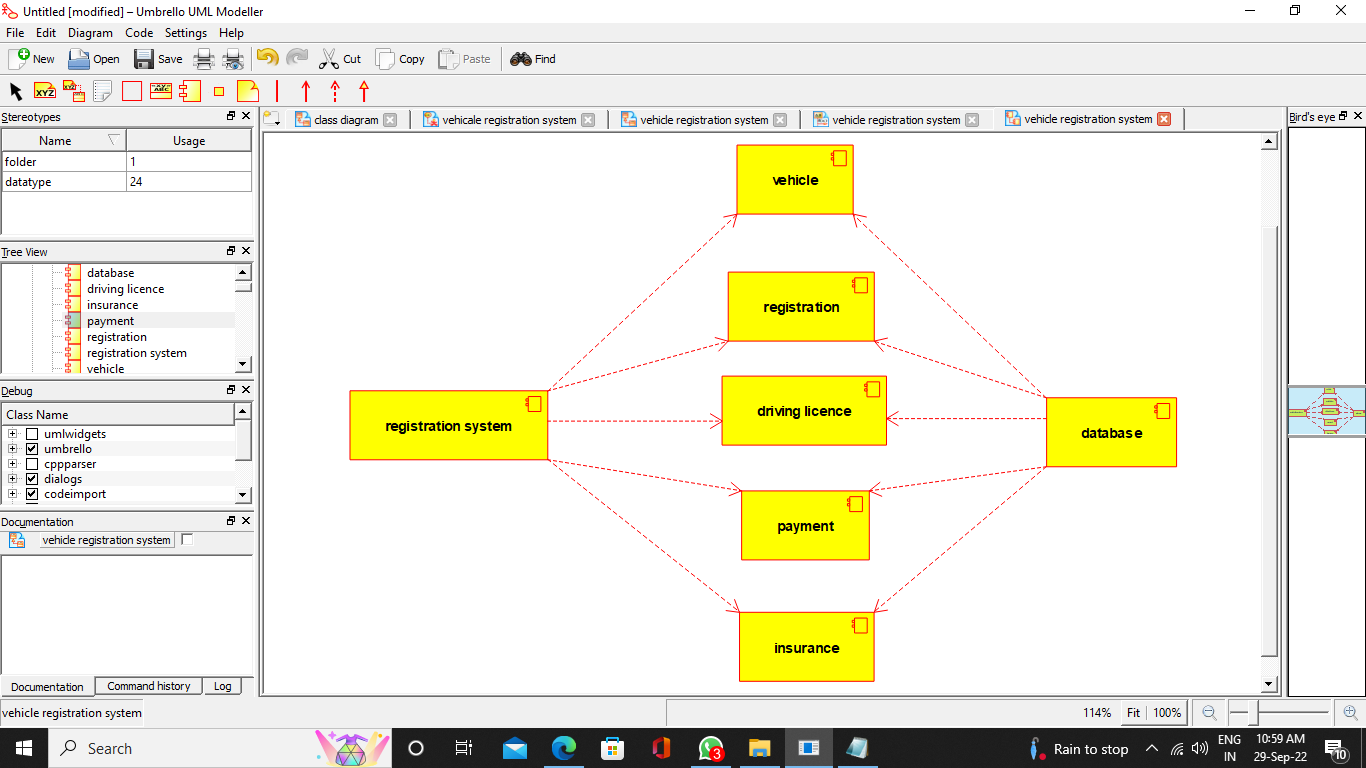
SEQUENCE DIAGRAM



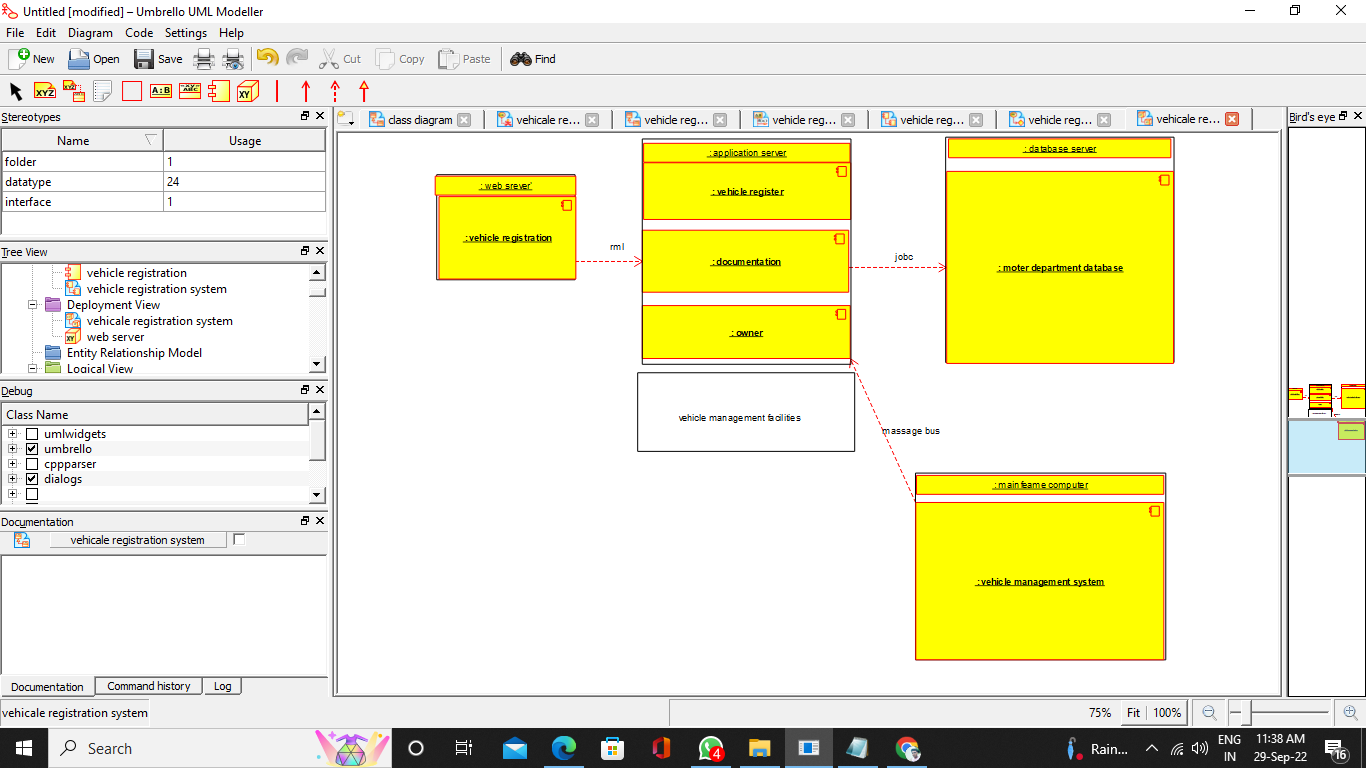
COLLABORATION DIAGRAM



COMPONENT DIAGRAM



DEPLOYMENT DIAGRAM



CODE

/\*\*

\* Class customer

\*/

public class customer {

//

// Fields

//

public void cus\_id\_int;

public void cus\_name\_string;

public void cus\_mobile\_string;

public void cus\_email\_string;

public void cus\_add\_string;

//

// Constructors

//

public customer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of cus\_id\_int

\* @param newVar the new value of cus\_id\_int

\*/

public void setCus\_id\_int (void newVar) {

cus\_id\_int = newVar;

}

/\*\*

\* Get the value of cus\_id\_int

\* @return the value of cus\_id\_int

\*/

public void getCus\_id\_int () {

return cus\_id\_int;

}

/\*\*

\* Set the value of cus\_name\_string

\* @param newVar the new value of cus\_name\_string

\*/

public void setCus\_name\_string (void newVar) {

cus\_name\_string = newVar;

}

/\*\*

\* Get the value of cus\_name\_string

\* @return the value of cus\_name\_string

\*/

public void getCus\_name\_string () {

return cus\_name\_string;

}

/\*\*

\* Set the value of cus\_mobile\_string

\* @param newVar the new value of cus\_mobile\_string

\*/

public void setCus\_mobile\_string (void newVar) {

cus\_mobile\_string = newVar;

}

/\*\*

\* Get the value of cus\_mobile\_string

\* @return the value of cus\_mobile\_string

\*/

public void getCus\_mobile\_string () {

return cus\_mobile\_string;

}

/\*\*

\* Set the value of cus\_email\_string

\* @param newVar the new value of cus\_email\_string

\*/

public void setCus\_email\_string (void newVar) {

cus\_email\_string = newVar;

}

/\*\*

\* Get the value of cus\_email\_string

\* @return the value of cus\_email\_string

\*/

public void getCus\_email\_string () {

return cus\_email\_string;

}

/\*\*

\* Set the value of cus\_add\_string

\* @param newVar the new value of cus\_add\_string

\*/

public void setCus\_add\_string (void newVar) {

cus\_add\_string = newVar;

}

/\*\*

\* Get the value of cus\_add\_string

\* @return the value of cus\_add\_string

\*/

public void getCus\_add\_string () {

return cus\_add\_string;

}

//

// Other methods

//

/\*\*

\*/

public void add\_customer()

{

}

/\*\*

\*/

public void edit\_customer()

{

}

/\*\*

\*/

public void delete\_customer()

{

}

/\*\*

\*/

public void search\_customer()

{

}

}

/\*\*

\* Class insurence

\*/

public class insurence {

//

// Fields

//

public void insurance\_id\_string;

public void ins\_\_type\_string;

public void ins\_des\_string;

public void ins\_num\_string;

public void ins\_growout\_string;

public void ins\_plan\_id\_int;

//

// Constructors

//

public insurence () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of insurance\_id\_string

\* @param newVar the new value of insurance\_id\_string

\*/

public void setInsurance\_id\_string (void newVar) {

insurance\_id\_string = newVar;

}

/\*\*

\* Get the value of insurance\_id\_string

\* @return the value of insurance\_id\_string

\*/

public void getInsurance\_id\_string () {

return insurance\_id\_string;

}

/\*\*

\* Set the value of ins\_\_type\_string

\* @param newVar the new value of ins\_\_type\_string

\*/

public void setIns\_\_type\_string (void newVar) {

ins\_\_type\_string = newVar;

}

/\*\*

\* Get the value of ins\_\_type\_string

\* @return the value of ins\_\_type\_string

\*/

public void getIns\_\_type\_string () {

return ins\_\_type\_string;

}

/\*\*

\* Set the value of ins\_des\_string

\* @param newVar the new value of ins\_des\_string

\*/

public void setIns\_des\_string (void newVar) {

ins\_des\_string = newVar;

}

/\*\*

\* Get the value of ins\_des\_string

\* @return the value of ins\_des\_string

\*/

public void getIns\_des\_string () {

return ins\_des\_string;

}

/\*\*

\* Set the value of ins\_num\_string

\* @param newVar the new value of ins\_num\_string

\*/

public void setIns\_num\_string (void newVar) {

ins\_num\_string = newVar;

}

/\*\*

\* Get the value of ins\_num\_string

\* @return the value of ins\_num\_string

\*/

public void getIns\_num\_string () {

return ins\_num\_string;

}

/\*\*

\* Set the value of ins\_growout\_string

\* @param newVar the new value of ins\_growout\_string

\*/

public void setIns\_growout\_string (void newVar) {

ins\_growout\_string = newVar;

}

/\*\*

\* Get the value of ins\_growout\_string

\* @return the value of ins\_growout\_string

\*/

public void getIns\_growout\_string () {

return ins\_growout\_string;

}

/\*\*

\* Set the value of ins\_plan\_id\_int

\* @param newVar the new value of ins\_plan\_id\_int

\*/

public void setIns\_plan\_id\_int (void newVar) {

ins\_plan\_id\_int = newVar;

}

/\*\*

\* Get the value of ins\_plan\_id\_int

\* @return the value of ins\_plan\_id\_int

\*/

public void getIns\_plan\_id\_int () {

return ins\_plan\_id\_int;

}

//

// Other methods

//

/\*\*

\*/

public void add\_insurance()

{

}

/\*\*

\*/

public void edit\_insurance()

{

}

/\*\*

\*/

public void delete\_insurance()

{

}

/\*\*

\*/

public void search\_insurance()

{

}

}

/\*\*

\* Class permission

\*/

public class permission {

//

// Fields

//

public void permission\_id\_int;

public void permission\_role\_\_id\_int;

public void permission\_\_title\_string;

public void permission\_\_\_module\_string;

public void permission\_\_\_des\_string;

//

// Constructors

//

public permission () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of permission\_id\_int

\* @param newVar the new value of permission\_id\_int

\*/

public void setPermission\_id\_int (void newVar) {

permission\_id\_int = newVar;

}

/\*\*

\* Get the value of permission\_id\_int

\* @return the value of permission\_id\_int

\*/

public void getPermission\_id\_int () {

return permission\_id\_int;

}

/\*\*

\* Set the value of permission\_role\_\_id\_int

\* @param newVar the new value of permission\_role\_\_id\_int

\*/

public void setPermission\_role\_\_id\_int (void newVar) {

permission\_role\_\_id\_int = newVar;

}

/\*\*

\* Get the value of permission\_role\_\_id\_int

\* @return the value of permission\_role\_\_id\_int

\*/

public void getPermission\_role\_\_id\_int () {

return permission\_role\_\_id\_int;

}

/\*\*

\* Set the value of permission\_\_title\_string

\* @param newVar the new value of permission\_\_title\_string

\*/

public void setPermission\_\_title\_string (void newVar) {

permission\_\_title\_string = newVar;

}

/\*\*

\* Get the value of permission\_\_title\_string

\* @return the value of permission\_\_title\_string

\*/

public void getPermission\_\_title\_string () {

return permission\_\_title\_string;

}

/\*\*

\* Set the value of permission\_\_\_module\_string

\* @param newVar the new value of permission\_\_\_module\_string

\*/

public void setPermission\_\_\_module\_string (void newVar) {

permission\_\_\_module\_string = newVar;

}

/\*\*

\* Get the value of permission\_\_\_module\_string

\* @return the value of permission\_\_\_module\_string

\*/

public void getPermission\_\_\_module\_string () {

return permission\_\_\_module\_string;

}

/\*\*

\* Set the value of permission\_\_\_des\_string

\* @param newVar the new value of permission\_\_\_des\_string

\*/

public void setPermission\_\_\_des\_string (void newVar) {

permission\_\_\_des\_string = newVar;

}

/\*\*

\* Get the value of permission\_\_\_des\_string

\* @return the value of permission\_\_\_des\_string

\*/

public void getPermission\_\_\_des\_string () {

return permission\_\_\_des\_string;

}

//

// Other methods

//

/\*\*

\*/

public void add\_permission()

{

}

/\*\*

\*/

public void edit\_permission()

{

}

/\*\*

\*/

public void delete\_permission()

{

}

/\*\*

\*/

public void search\_permission()

{

}

}

/\*\*

\* Class registration

\*/

public class registration {

//

// Fields

//

public void registration\_\_id\_int;

public void registration\_name\_string;

public void regisrtration\_type\_string;

public void regis\_das\_string;

public void reg\_date\_date;

//

// Constructors

//

public registration () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of registration\_\_id\_int

\* @param newVar the new value of registration\_\_id\_int

\*/

public void setRegistration\_\_id\_int (void newVar) {

registration\_\_id\_int = newVar;

}

/\*\*

\* Get the value of registration\_\_id\_int

\* @return the value of registration\_\_id\_int

\*/

public void getRegistration\_\_id\_int () {

return registration\_\_id\_int;

}

/\*\*

\* Set the value of registration\_name\_string

\* @param newVar the new value of registration\_name\_string

\*/

public void setRegistration\_name\_string (void newVar) {

registration\_name\_string = newVar;

}

/\*\*

\* Get the value of registration\_name\_string

\* @return the value of registration\_name\_string

\*/

public void getRegistration\_name\_string () {

return registration\_name\_string;

}

/\*\*

\* Set the value of regisrtration\_type\_string

\* @param newVar the new value of regisrtration\_type\_string

\*/

public void setRegisrtration\_type\_string (void newVar) {

regisrtration\_type\_string = newVar;

}

/\*\*

\* Get the value of regisrtration\_type\_string

\* @return the value of regisrtration\_type\_string

\*/

public void getRegisrtration\_type\_string () {

return regisrtration\_type\_string;

}

/\*\*

\* Set the value of regis\_das\_string

\* @param newVar the new value of regis\_das\_string

\*/

public void setRegis\_das\_string (void newVar) {

regis\_das\_string = newVar;

}

/\*\*

\* Get the value of regis\_das\_string

\* @return the value of regis\_das\_string

\*/

public void getRegis\_das\_string () {

return regis\_das\_string;

}

/\*\*

\* Set the value of reg\_date\_date

\* @param newVar the new value of reg\_date\_date

\*/

public void setReg\_date\_date (void newVar) {

reg\_date\_date = newVar;

}

/\*\*

\* Get the value of reg\_date\_date

\* @return the value of reg\_date\_date

\*/

public void getReg\_date\_date () {

return reg\_date\_date;

}

//

// Other methods

//

/\*\*

\*/

public void add\_regtration()

{

}

/\*\*

\*/

public void edit\_registration()

{

}

/\*\*

\*/

public void delete\_registration()

{

}

/\*\*

\*/

public void search\_registration()

{

}

}

/\*\*

\* Class role

\*/

public class role {

//

// Fields

//

public void role\_id\_int;

public void role\_title\_string;

public void role\_class\_string;

//

// Constructors

//

public role () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of role\_id\_int

\* @param newVar the new value of role\_id\_int

\*/

public void setRole\_id\_int (void newVar) {

role\_id\_int = newVar;

}

/\*\*

\* Get the value of role\_id\_int

\* @return the value of role\_id\_int

\*/

public void getRole\_id\_int () {

return role\_id\_int;

}

/\*\*

\* Set the value of role\_title\_string

\* @param newVar the new value of role\_title\_string

\*/

public void setRole\_title\_string (void newVar) {

role\_title\_string = newVar;

}

/\*\*

\* Get the value of role\_title\_string

\* @return the value of role\_title\_string

\*/

public void getRole\_title\_string () {

return role\_title\_string;

}

/\*\*

\* Set the value of role\_class\_string

\* @param newVar the new value of role\_class\_string

\*/

public void setRole\_class\_string (void newVar) {

role\_class\_string = newVar;

}

/\*\*

\* Get the value of role\_class\_string

\* @return the value of role\_class\_string

\*/

public void getRole\_class\_string () {

return role\_class\_string;

}

//

// Other methods

//

/\*\*

\*/

public void add\_role()

{

}

/\*\*

\*/

public void edit\_role()

{

}

/\*\*

\*/

public void delete\_role()

{

}

}

/\*\*

\* Class user

\*/

public class user {

//

// Fields

//

public void user\_\_id\_int;

public void user\_\_role\_\_id\_int;

public void user\_name\_string;

public void user\_email\_string;

public void user\_\_add\_string;

//

// Constructors

//

public user () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of user\_\_id\_int

\* @param newVar the new value of user\_\_id\_int

\*/

public void setUser\_\_id\_int (void newVar) {

user\_\_id\_int = newVar;

}

/\*\*

\* Get the value of user\_\_id\_int

\* @return the value of user\_\_id\_int

\*/

public void getUser\_\_id\_int () {

return user\_\_id\_int;

}

/\*\*

\* Set the value of user\_\_role\_\_id\_int

\* @param newVar the new value of user\_\_role\_\_id\_int

\*/

public void setUser\_\_role\_\_id\_int (void newVar) {

user\_\_role\_\_id\_int = newVar;

}

/\*\*

\* Get the value of user\_\_role\_\_id\_int

\* @return the value of user\_\_role\_\_id\_int

\*/

public void getUser\_\_role\_\_id\_int () {

return user\_\_role\_\_id\_int;

}

/\*\*

\* Set the value of user\_name\_string

\* @param newVar the new value of user\_name\_string

\*/

public void setUser\_name\_string (void newVar) {

user\_name\_string = newVar;

}

/\*\*

\* Get the value of user\_name\_string

\* @return the value of user\_name\_string

\*/

public void getUser\_name\_string () {

return user\_name\_string;

}

/\*\*

\* Set the value of user\_email\_string

\* @param newVar the new value of user\_email\_string

\*/

public void setUser\_email\_string (void newVar) {

user\_email\_string = newVar;

}

/\*\*

\* Get the value of user\_email\_string

\* @return the value of user\_email\_string

\*/

public void getUser\_email\_string () {

return user\_email\_string;

}

/\*\*

\* Set the value of user\_\_add\_string

\* @param newVar the new value of user\_\_add\_string

\*/

public void setUser\_\_add\_string (void newVar) {

user\_\_add\_string = newVar;

}

/\*\*

\* Get the value of user\_\_add\_string

\* @return the value of user\_\_add\_string

\*/

public void getUser\_\_add\_string () {

return user\_\_add\_string;

}

//

// Other methods

//

/\*\*

\*/

public void add\_user()

{

}

/\*\*

\*/

public void edit\_user()

{

}

/\*\*

\*/

public void delete\_user()

{

}

/\*\*

\*/

public void search\_user()

{

}

}

/\*\*

\* Class vehicle\_type

\*/

public class vehicle\_type {

//

// Fields

//

public new\_class vehicle\_\_type\_\_\_name\_string;

public void vehicle\_\_type\_int;

public void vehicle\_\_des\_string;

public void vehicle\_\_\_cus\_id\_\_int;

//

// Constructors

//

public vehicle\_type () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of vehicle\_\_type\_\_\_name\_string

\* @param newVar the new value of vehicle\_\_type\_\_\_name\_string

\*/

public void setVehicle\_\_type\_\_\_name\_string (new\_class newVar) {

vehicle\_\_type\_\_\_name\_string = newVar;

}

/\*\*

\* Get the value of vehicle\_\_type\_\_\_name\_string

\* @return the value of vehicle\_\_type\_\_\_name\_string

\*/

public new\_class getVehicle\_\_type\_\_\_name\_string () {

return vehicle\_\_type\_\_\_name\_string;

}

/\*\*

\* Set the value of vehicle\_\_type\_int

\* @param newVar the new value of vehicle\_\_type\_int

\*/

public void setVehicle\_\_type\_int (void newVar) {

vehicle\_\_type\_int = newVar;

}

/\*\*

\* Get the value of vehicle\_\_type\_int

\* @return the value of vehicle\_\_type\_int

\*/

public void getVehicle\_\_type\_int () {

return vehicle\_\_type\_int;

}

/\*\*

\* Set the value of vehicle\_\_des\_string

\* @param newVar the new value of vehicle\_\_des\_string

\*/

public void setVehicle\_\_des\_string (void newVar) {

vehicle\_\_des\_string = newVar;

}

/\*\*

\* Get the value of vehicle\_\_des\_string

\* @return the value of vehicle\_\_des\_string

\*/

public void getVehicle\_\_des\_string () {

return vehicle\_\_des\_string;

}

/\*\*

\* Set the value of vehicle\_\_\_cus\_id\_\_int

\* @param newVar the new value of vehicle\_\_\_cus\_id\_\_int

\*/

public void setVehicle\_\_\_cus\_id\_\_int (void newVar) {

vehicle\_\_\_cus\_id\_\_int = newVar;

}

/\*\*

\* Get the value of vehicle\_\_\_cus\_id\_\_int

\* @return the value of vehicle\_\_\_cus\_id\_\_int

\*/

public void getVehicle\_\_\_cus\_id\_\_int () {

return vehicle\_\_\_cus\_id\_\_int;

}

//

// Other methods

//

/\*\*

\*/

public void add\_vehicle\_type()

{

}

/\*\*

\*/

public void edit\_vehicle\_type()

{

}

/\*\*

\*/

public void delete\_vehicle\_type()

{

}

/\*\*

\*/

public void search\_vehicle\_type()

{

}

}