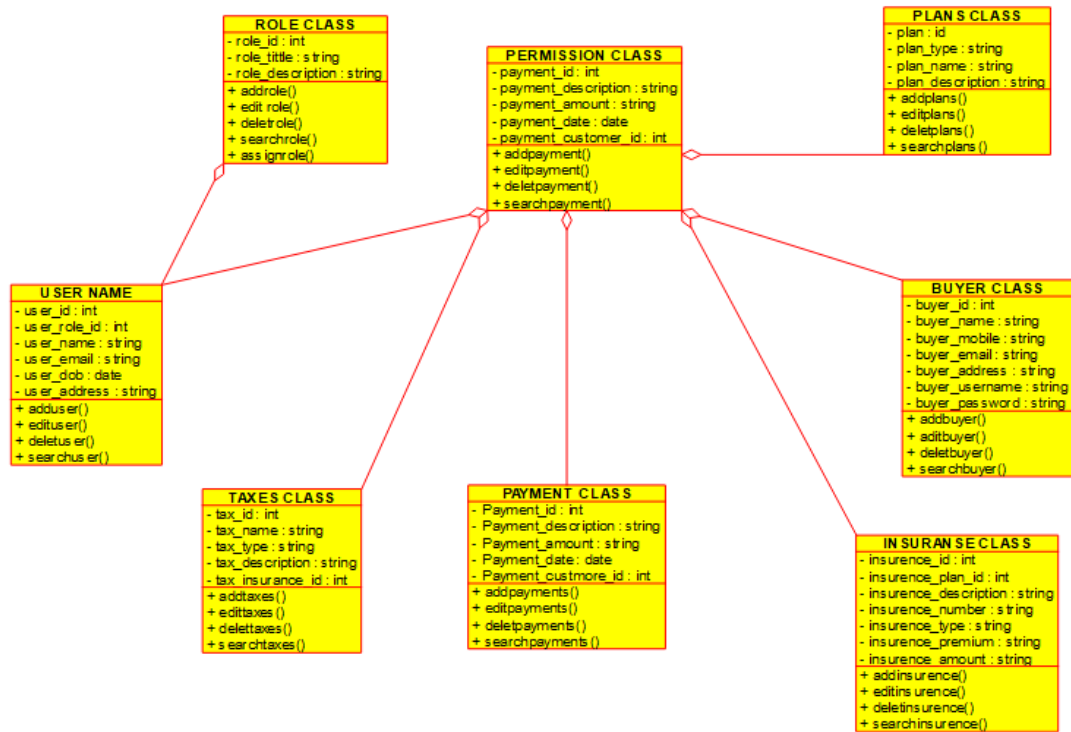


# ONLINE INSURANCE SYSTEM:

## USECASE DIAGRAM:



# CLASS DIAGRAM:



# CODING:

```

#ifndef ROLE_CLASS_H
#define ROLE_CLASS_H

#include <string>

#include vector

/**
 * class ROLE_CLASS
 *
 */

class ROLE_CLASS
{
public:
    // Constructors/Destructors
    //

```

```

/**
 * Empty Constructor
 */
ROLE_CLASS ();

/**
 * Empty Destructor
 */
virtual ~ROLE_CLASS ();

// Static Public attributes
//
// Public attributes
//
// Public attribute accessor methods
//
// Public attribute accessor methods
//
/**
 */
void addrole ()
{
}

/**
 */
void edit_role ()
{
}

/**
 */
void deletrole ()
{
}

```

```
/**
 */
void searchrole ()
{
}
/**
 */
void assignrole ()
{
}
protected:
    // Static Protected attributes
    //
    // Protected attributes
    //
public:
    // Protected attribute accessor methods
    //
protected:
public:
    // Protected attribute accessor methods
    //
protected:
private:
    // Static Private attributes
    //
    // Private attributes
    //
    int role_id;
    string role_title;
    string role_description;
```

```

public:

    // Private attribute accessor methods

    //
private:

public:

    // Private attribute accessor methods

    //
    /**
     * Set the value of role_id
     * @param new_var the new value of role_id
     */
    void setRole_id (int new_var) {
        role_id = new_var;
    }
    /**
     * Get the value of role_id
     * @return the value of role_id
     */
    int getRole_id () {
        return role_id;
    }
    /**
     * Set the value of role_tittle
     * @param new_var the new value of role_tittle
     */
    void setRole_tittle (string new_var) {
        role_tittle = new_var;
    }
    /**
     * Get the value of role_tittle
     * @return the value of role_tittle

```

```

*/
string getRole_title () {
    return role_title;
}

/**
 * Set the value of role_description
 * @param new_var the new value of role_description
 */
void setRole_description (string new_var) {
    role_description = new_var;
}

/**
 * Get the value of role_description
 * @return the value of role_description
 */
string getRole_description () {
    return role_description;
}

private:
    void initAttributes () ;
};

#endif // ROLE_CLASS_H

```