SECTION: SUBJECT: ENR NO:	AHSAN SAJJAD BSE - 2B OBJECT ORIENTED PROGRAMMIN 02-131212-049 ENT: 01
5	TUDENT (1)
Properties:	Class diagram
Name	Student
father Name	+ Name : Shiry
/	+ Father Name: String
age Envollment No	+ Age : int + Enrollment NO : Ship
contact	+ Envolment NO: Stry
Address	- Contact No : Shing
	+ Address : Shing
Melhods:	+ set Contaut (string c): void + input (): void
	+ display(): Void
Input ()	+ undate(): Void
Display() updae()	+ update(): void + getCordact(): Shing
'	
EMP	LOYEE (2)
Properties	Melhods
Name	Input()
Salary	Display() update (char choice)
Age	update (char chouc)
Salary Age Contactno	
Address	
Email	
	CMOV

Methods	[m.l.	
remans	+ Name (· Chai
E-second	+ Salary	· int
4	+ are	: int
	+ grade	: nt
	Employ + Name + Salary + age + grade	
	+ input():	Void
	+ display():	void
	T T T T T T T T T T T T T T T T T T T	hay choice
	+ performan	ice (): Noid.
	Ci	rcle (3)
	O1	acte (3)
Propert	ΪΔι.	
(ocpero		
radius		circle.
coloux:		- radius : double
axea		+ colour : string
perimeter		- area : double
1		- perimeter : double
Melhod	s:-	+ set radius (double x): Vo
		+ get radius (): double
set radii		+ get_area(): double
get rad		+ gct perimiter (): double. + display (): void
get area		7 - aisplay (): Voia
get perin	wer ()	
display		
0		
0		
<u> </u>		

Rectangle (4)

D	V
Properties	
	Rectangle length: double
length	- length : double
width	- whath : double
Colour	+ colour : ship
Area	- Area : double.
Desimeter	- perimeter : double
diagonal	+ Set length (double 1): v
melhods:	+ getlenyth (): double.
Set length ()	+ getlenyth () : double . + set width (double w): vo
get length ()	+ gel width (): double.
Set width ()	1 act has a l' : daulle
get width () get Area ()	+ get perimeter (): double.
gel Area ()	T TISPLEY ().
get perimetes()	+ gel diagonal (): double.
get diagonal () Display ()	
Display()	
C	28 (5)
Properties:	ar (5) melhods.
Company name	
modal	Input()
ty pe	Open Door ()
coloux	Engine Start ()
Registration num	Change Greav()
Kegistration num	Apply Brake() trylie off() fuel consumed()
	ful consumed
	jui (orisumea ()
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+ Company: String + Modal: String - type: String + price: int + input (): void + set type (string s): void + get type (): String + Display (): void + upoate (char c): void Computer (6) Properties: Computer (6) Computer (6) Properties: Computer (6) Computer (6) Computer (6) Properties: Computer (6) Computer (6)	+ Company: String + Modal: String - type: String + price: inf + input (): void + get type (string s): void + get type (): String + Display (): void + Update (char c): void Computer (6) Properties: Computer (6) Computer C	1.00	Ca	1)ale
- type: Shiy + price: ist + input (): void + set type (striy s): void + get type (): Shiy + Display (): void + update (char c): void Computer (6) Proputies: Computer From - Computer - Ram - Striy Processor - Ram : Striy Processor - Rom : Striy - Rom : Striy - Rom : Striy Processor - Rom : Striy - Rom :	- type: Striy + price: int + input (): void + set type (striy s): void + get type (): Striy + Display (): void + update (char c): void Computer (6) Properties: Computer France: int France		The second secon	the state of the s
- type: Shiy + price: ist + input (): void + set type (striy s): void + get type (): Shiy + Display (): void + update (char c): void Computer (6) Proputies: Computer From - Computer - Ram - Striy Processor - Ram : Striy Processor - Rom : Striy - Rom : Striy - Rom : Striy Processor - Rom : Striy - Rom :	- type: Striy + price: int + input (): void + set type (striy s): void + get type (): Striy + Display (): void + update (char c): void Computer (6) Properties: Computer France: int France		+ Moi	dal: Shir
+ input (): void + set type (string s): void + get type (): String + Display (): void + Update (char c): void Computer (6) Properties: Computer From Computer Computer Computer Computer Computer Computer Computer Computer From	+ input (): void + set type (striy s): void + get type (): Striy + Display (): void. + Update (char c): void. Computer (6) Properties: Properties: Computer (6) Properties: Properties: Computer (6) Properties: Properties		type	: 5/iy
+ input (): void + set type (string s): void + get type (): String + Display (): void + Update (char c): void Computer (6) Properties: Computer From Computer Computer Computer Computer Computer Computer Computer Computer From	+ input (): void + set type (striy s): void + get type (): Striy + Display (): void. + Update (char c): void. Computer (6) Properties: Properties: Computer (6) Properties: Properties: Computer (6) Properties: Properties		+ pric	e: int
+ Set type (String S): void + get type (): Shiry + Display (): void + Update (char c): void Computer (6) Proputies: Computer Computer Computer Computer Computer Computer Computer Computer France Processor + Company: String + processor + processor - Ram: String Processor - Rom: String + Inputs (): void + Set Ram (Shiry sam): void + Set Ram (Shiry sam): void + get Ram (): Shiry Update () + get Rom (): Shiry	+ Set type (Striy S): void + get type (): Striy + Display (): void + Update (char c): void Computer (6) Proputies: Computer France Franc		+ inpu	(1 (): void
Toputes:	Toputies: Computer Company Company Company String Price		+ Set t	type (string s): void
Toputes:	Toputies: Computer Company Company Company String Price		+ get	type (): Striy
Computer (6) Properties: Company price Rom + Company: Stiry + price: int Rom - Ram: Striy Processor - Rom: Striy + Inputs(): void + Set Ram (ship sam): voi Input() Display() tydate() tydate() + get Rom (): Ship tydate() + get Rom (): Ship	Computer (6) Proputies: Computer		+ Disp	stay (): void
Properties: Company Price Ram + Company: Strig + price: int Rom - Ram: Striy Processor - Rom: Strig + Inputs(): void + set Ram (shig vam): voi + get Ram (): Shig + set Rom (shy: vom): voi your cond - get Ram (): Shig - get Rom (): Shig	Company Duce Company: Ram + Company: Stay Price + price: Rom - Ram: Stay Processor - Rom: Stay + Inputs(): void + set Ram (stay ram): void + get Ram (): Shay polate() + get Rom (): Shay polate() + get Rom (): Slay polate() + get Rom (): Slay hut down() 1 Display(): void		+ Upda	of (char c): Void.
Properties: Company Price Ram + Company: Strig + price: int Rom - Ram: Striy Processor - Rom: Strig + Inputs(): void + set Ram (shig vam): voi + get Ram (): Shig + set Rom (shy: vom): voi your cond - get Ram (): Shig - get Rom (): Shig	Company Duce Company: Ram + Company: Stay Price + price: Rom - Ram: Stay Processor - Rom: Stay + Inputs(): void + set Ram (stay ram): void + get Ram (): Shay polate() + get Rom (): Shay polate() + get Rom (): Slay polate() + get Rom (): Slay hut down() 1 Display(): void			omputer (6)
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Company price Computer Ram + Company: Stirg + price: int Rom - Ram: Striy - Rom: Striy + Inputs(): Void **Tinputs(): Void **Tinput(): Shirg + get Ram(): Shirg **Jinput(): Shirg + get Rom(): Shirg **Jinput():	Company Duce Ram + Company: Strig + price: int Rom - Ram: Striy Processor - Rom: Strig + Inputs(): void + set Ram (strig sam): void + get Ram (): Strig + set Rom (Strig: xom): void yelate() + get Rom (): Strig + get Rom (): S	Properties	:	
Ram + Company : Staig + Price : int + Price : int - Ram : Staig - Rom : Staig	Ram + Company: Stirg Price + price: int Rom - Ram: Stiry Processor - Rom: Strig + Inputs(): Void + Set Ram (strig vam): Void + get Ram (): Strig + set Rom (Strig vam): Void + get Rom (): Strig + update (char choice): Void hut down() + Display(): Void	2-		
Ram + Company : Staig + Price : int + Price : int - Ram : Staig - Rom : Staig	Ram + Company: Stirg Price + price: int Rom - Ram: Stiry Processor - Rom: Strig + Inputs(): Void + Set Ram (strig vam): Void + get Ram (): Strig + set Rom (Strig vam): Void + get Rom (): Strig + update (char choice): Void hut down() + Display(): Void	Company		The state of the s
Price : inf Rom - Ram : Striy Processor - Rom : Strig + Inputs (): Void. **The puts	Price : int Rom : Striy Processor - Rom : Striy + Inputs (): Void + Set Ram (skiy vam): Void + get Ram (): Skirg + set Rom (skry: vom): Voi + get Rom (skry: vom): Voi + get Rom (): Skry + get Rom (/
Rom - Ram : Striy Processor - Rom : Strig + Inputs (): Void **Trelhods: + Set Ram (strig vam): Voi Input () + get Ram (): Strig + Set Rom (Strig: **Som): Voi **Turnon() + get Rom (): Strig + update (char choice): Voi **Turnon()	- Ram : Striy Processor - Rom : Strig + Inputs(): Void **Methods:	Ram		1
processor — Rom : Strig + Inputs (): Void **Treelhoods: + Set Ram (strig vam): Voi Input ()	processors - Rom: Strig + Inputs(): Void + Set Ram (shig vam): Void + get Ram (): Shig + Set Rom (Shig: vom): Voi + Set Rom (Shig: vom): Voi + get Rom (): Shig + get Rom (): Shig + get Rom (): Shig + update (char choice): Void hut down() + Display(): Void	/		
+ Inputs (): Void melhods: + Set Ram (strig ram): Voi Input () + get Ram (): Strig + Set Rom (Strig: xom): Vo + get Rom (): Strig + get Rom (): Strig + get Rom (): Strig + update (char choice): Vo	melhods: + Set Ram (Shig &am): void Input () + get Ram (): Shig + set Rom (Shig: &om): void + get Rom (): Shig + get Rom (): Shig + get Rom (): Shig + update (char choice): void hut down() + Display(): void			- Ram: Sury
melhods: + Set Ram (Shing &am): voi Input () + get Ram (): Shing + Set Rom (Stry: &om): vo update() + get Rom (): Shing + update (char choice): vo Turnon() + update (char choice): vo	methods: + Set Ram (Shig vam): void Input () + get Ram (): Shig + Set Rom (Shig: vom): void + get Ram (): Shig + get Rom (): Shig + get Rom (): Shig + get Rom (): Void	processor		
Input () + get Ram (): Shing Display() + Sel Rom (Stry: 80m): vo update() + get Ram (): Shing + get Ram (): Shing + update (char choice): vo Turnon()	The put () : Shift for the set Rom () : Shift for the set Rom (Ship: xom): void for the set Rom () : Ship for the set Rom	melho	Li:	
Display() + Set Rom (Stry: 80m): ve update() + get Rom (): Stry + update (char choice): ve	t Set Rom (Stry: 80m): voi update() + get Rom (): Stry + update (char choice): voi hut down() + Display(): void			+ get Ram (): Shirt
update() + gd Rom (): Ship + update (char choice): vo	pelate() + gel Rom (): Ship + update (char choice): voi hut down() + Display(): void			+ Set Rom (Chy: xom): voice
Turnon() + update (char choice): ve Shutdown() + Display(): void		update ()		+ get Rom (): Strip
Shutdown() + Display(): void				+ update (char choice): voi
				+ Display (): void
				U

Properties:	
Company Name	AC
ton	+ Company Name : Ship
quarente e	- ton: double
price	+ price; int
size	+ guarentee: int
methods:	set ton (int t): void
Input ()	Inputs (): void.
Off ()	on(): Accorde boolean
ccoliny ()	update (): void
Display ()	display (): Void.
' 0	getton(): int
	CD(8)
Properties:	
Company Name	+ Company of the Chief
Size:	t Company Name: Shiy t Size: int
guarentee	+ quarentee; int
price	+ quarentee: int + price: int
	+ inputs): 40icl
Methods:	+ update (): void
T 1.//	+ bisp(ay(): void.
Inputs ()	+ channel (hange(); Void + volume increse (); void
Channel change () Volume change ()	+ volume docrease (): Voice
update ()	· Volume Control () · Vol
display	

Properties:	Mbile (9) Date
Company name	Mobile
price	- IMFINO: int
Ram	+ Company: String + Price: int
Rom	+ Price: inl
Bottery	+ civein : clouble
Screen	+ Setimei (int i): void
Colour	+ getimei(): int
melhods:	+ inputs (): void
use camera ()	+ updates (): void + Display (): void.
Call ()	+ Display ()
msg ()	
play game ()	Animal (19)
Dan tinh	Animal
ryollences	0.1
Properties 140e	0.1
type	- type: Stry - Name: Stry
type Name breed	- type: Stry - Name: Stry - breed: Stry
type Name breed Coloz	- type: Stry - Name: Stry - breed: Stry + colos: Stry int
lype Name breed Coloz	- type: Stry - Name: Stry - breed: Stry + colos: Stry + age: int
type Name breed Coloz	- type: Stry - Name: Stry - breed: Stry + colos: Stry + age: int + set type (Strig S): void
lype Name breed Coloz	- type: Strip - Name: Strip - breed: Strip + colos: Strip + age: int + set type (Strip S): void gettype (): Strip + set Name (Strip n): void
lype Name breed Color height age gender	- type: Strip - Name: Stry - breed: Stry + colos: Stry + age: int + set type (strip s): void - gettype (): Strip + set Name (Strip n): void
lype Name breed Color height age gender	- type: Stry - Name: Stry - breed: Stry + colos: Stry + age: int + set type (Strip S): void + gettype (): Strip + set Name (Strip n): void
type Name breed Color height age gender	- type: String - Name: String - breed: String + colos: String + age: int + set type (String S): void + get type (): String + set Name (String n): void + get Name (): String + set breed (): String + get breed (): String
Name Name breed Color height age gender Melhod:	- type: Stry - Name: Stry - breed: Stry + colos: Stry + age: int + set type (Striy S): void get type (): Striy + set Name (Striy n): void + set Name (Stry n): void + get breed (): Stry + set breed (): Stry + get breed (): Ship + Tuput (): Void
Name Name breed Color height age gender Melhod: update()	- type: Stry - Name: Stry - breed: Stry + colos: Stry + age: int + set type (Stry S): void get type (): Stry + set Name (Stry n): void + get Name (): Stry + set breed (): Stry + get breed (): Ship + Jupul (): void
Name Name Inveed Color height age gender Melhod: inputs () update () display () cot ()	- type: String - Name: String - breed: String + colos: String + age: int + set type (String S): void + get type (): String + Set Name (String n): void + get Name (): String + set breed + (string h): void + get breed (): String + type (): String + type (): String + set breed (): String + type (): Void
Name Name breed Color height age gender Melhod: update()	- type: Stry - Name: Stry - breed: Stry + colos: Stry + age: int + set type (Stry S): void get type (): Stry + set Name (Stry n): void + get Name (): Stry + set breed (): Stry + get breed (): Ship + Jupul (): void