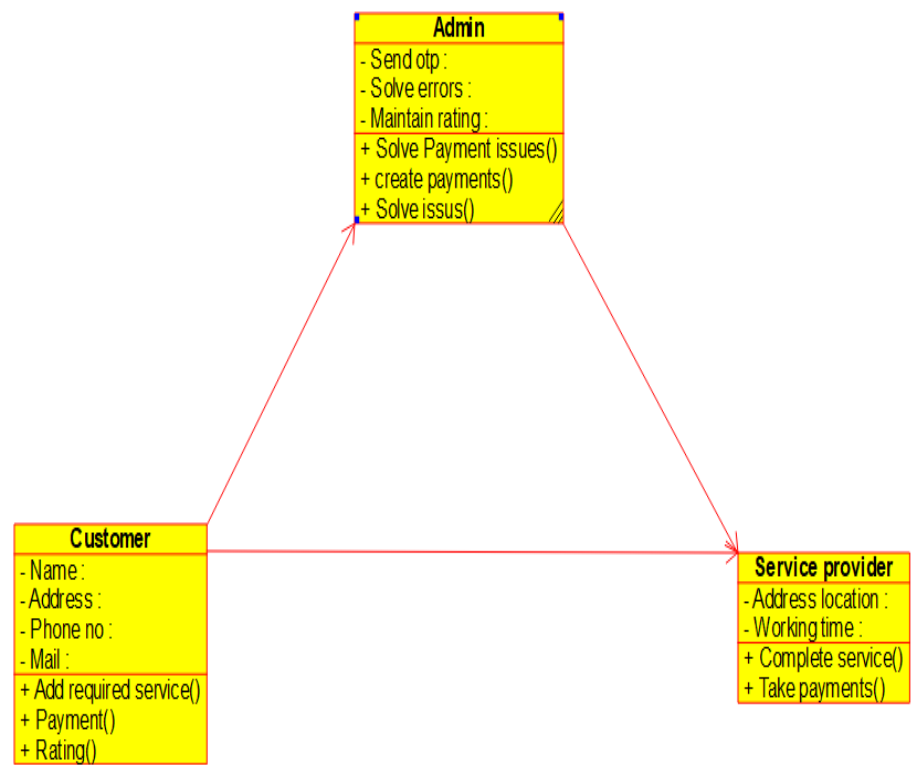


HOME SERVICE SYSTEM

USE CASE DIAGRAM



CLASS DIAGRAM



SKELETON CODE

```
#ifndef ADMIN_H

#define ADMIN_H

#include <string>

/**
 * class Admin
 *
 */

class Admin
{
public:
    // Constructors/Destructors
    //
    /**
     * Empty Constructor
     */
    Admin ();

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

    // Static Public attributes
    //
    // Public attributes
    //
    // Public attribute accessor methods
    //
    // Public attribute accessor methods
    //
    /**
     */
}
```

```
void Solve_Payment_issues ()

{

}

/**

*/

void create_payments ()

{

}

/**

*/

void Solve_issus ()

{

}

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

void Send_otp;

void Solve_errors;
```

```

void Maintain_rating;

public:
    // Private attribute accessor methods
    //
private:
public:
    // Private attribute accessor methods
    //
    /**
     * Set the value of Send_otp
     * @param new_var the new value of Send_otp
     */
    void setSend_otp (void new_var) {
        Send_otp = new_var;
    }
    /**
     * Get the value of Send_otp
     * @return the value of Send_otp
     */
    void getSend_otp () {
        return Send_otp;
    }
    /**
     * Set the value of Solve_errors
     * @param new_var the new value of Solve_errors
     */
    void setSolve_errors (void new_var) {
        Solve_errors = new_var;
    }
    /**
     * Get the value of Solve_errors
     * @return the value of Solve_errors
     */

```

```

void getSolve_errors () {
    return Solve_errors;
}

/**
 * Set the value of Maintain_rating
 * @param new_var the new value of Maintain_rating
 */
void setMaintain_rating (void new_var) {
    Maintain_rating = new_var;
}

/**
 * Get the value of Maintain_rating
 * @return the value of Maintain_rating
 */
void getMaintain_rating () {
    return Maintain_rating;
}

private:
    void initAttributes ();
};

#endif // ADMIN_H

```