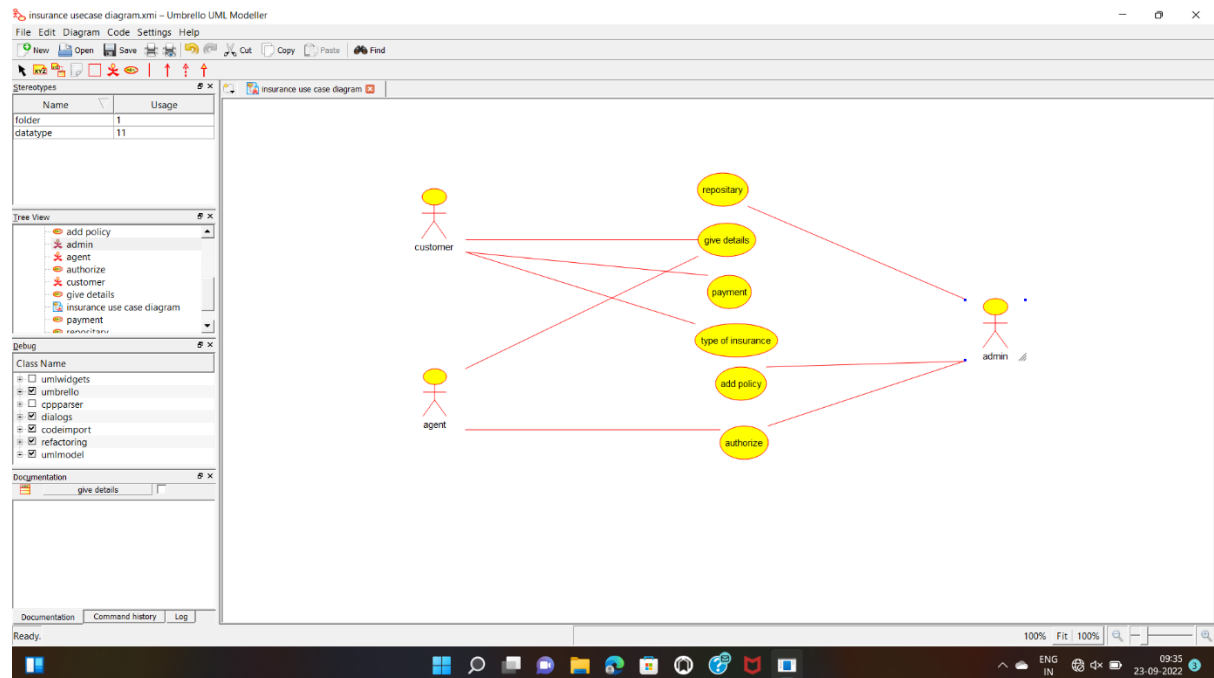
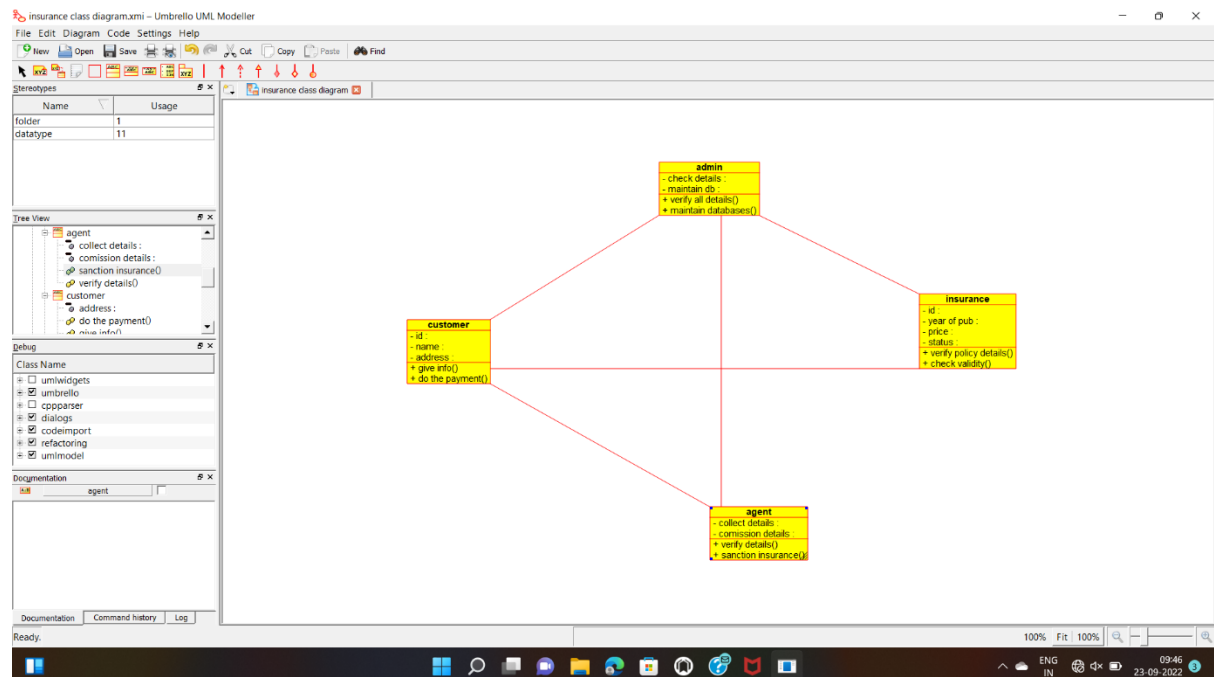


22)Online Insurance Processing System

USECASE DIAGRAM



CLASS DIAGRAM



SOURCE CODE:

Admin

```
#include "admin.h"
```

```
// Constructors/Destructors
```

```
//
```

```
admin::admin () {  
    initAttributes();  
}
```

```
admin::~~admin () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void admin::initAttributes () {  
}
```

```
Agent
```

```
#include "agent.h"
```

```
// Constructors/Destructors
```

```
//
```

```
agent::agent () {  
    initAttributes();  
}
```

```
agent::~agent () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void agent::initAttributes () {
```

```
}
```

```
Customer
```

```
#include "customer.h"
```

```
// Constructors/Destructors
```

```
//
```

```
customer::customer () {
```

```
initAttributes();
```

```
}
```

```
customer::~customer () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void customer::initAttributes () {  
}
```

```
Insurance
```

```
#ifndef INSURANCE_H
```

```
#define INSURANCE_H
```

```
#include <string>
```

```
#include vector
```

```
/**
```

```
 * class insurance
```

```
 *
```

```
 */
```

```
class insurance
```

```
{
```

```
public:
```

```
// Constructors/Destructors
```

```
//
```

```
/**
```

```
 * Empty Constructor
```

```
 */
```

```
insurance ();
```

```
/**
```

```
 * Empty Destructor
```

```
 */
```

```
virtual ~insurance ();
```

```
// Static Public attributes
```

```
//
```

```
// Public attributes
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
/**
```

```
*/  
void verify_policy_details ()  
{  
}
```

```
/**  
*/  
void check_validity ()  
{  
}
```

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 id;
```

```
void year_of_pub;
```

```
void price;
```

```
void status;
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

```
private:
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

```
/**
 * Set the value of id
 * @param new_var the new value of id
 */
void setId (void new_var) {
    id = new_var;
}
```

```
/**
 * Get the value of id
 * @return the value of id
 */
void getId () {
    return id;
}
```

```
/**
 * Set the value of year_of_pub
 * @param new_var the new value of year_of_pub
 */
void setYear_of_pub (void new_var) {
    year_of_pub = new_var;
}
```

```
/**
 * Get the value of year_of_pub
 * @return the value of year_of_pub
 */
void getYear_of_pub () {
```



```
    return year_of_pub;
}
```

```
/**
 * Set the value of price
 * @param new_var the new value of price
 */
void setPrice (void new_var) {
    price = new_var;
}
```

```
/**
 * Get the value of price
 * @return the value of price
 */
void getPrice () {
    return price;
}
```

```
/**
 * Set the value of status
 * @param new_var the new value of status
 */
void setStatus (void new_var) {
    status = new_var;
}
```

```
/**
 * Get the value of status
 * @return the value of status
 */
```

```
void getStatus () {  
    return status;  
}
```

```
private:
```

```
void initAttributes () ;
```

```
};
```

```
#endif // INSURANCE_H
```