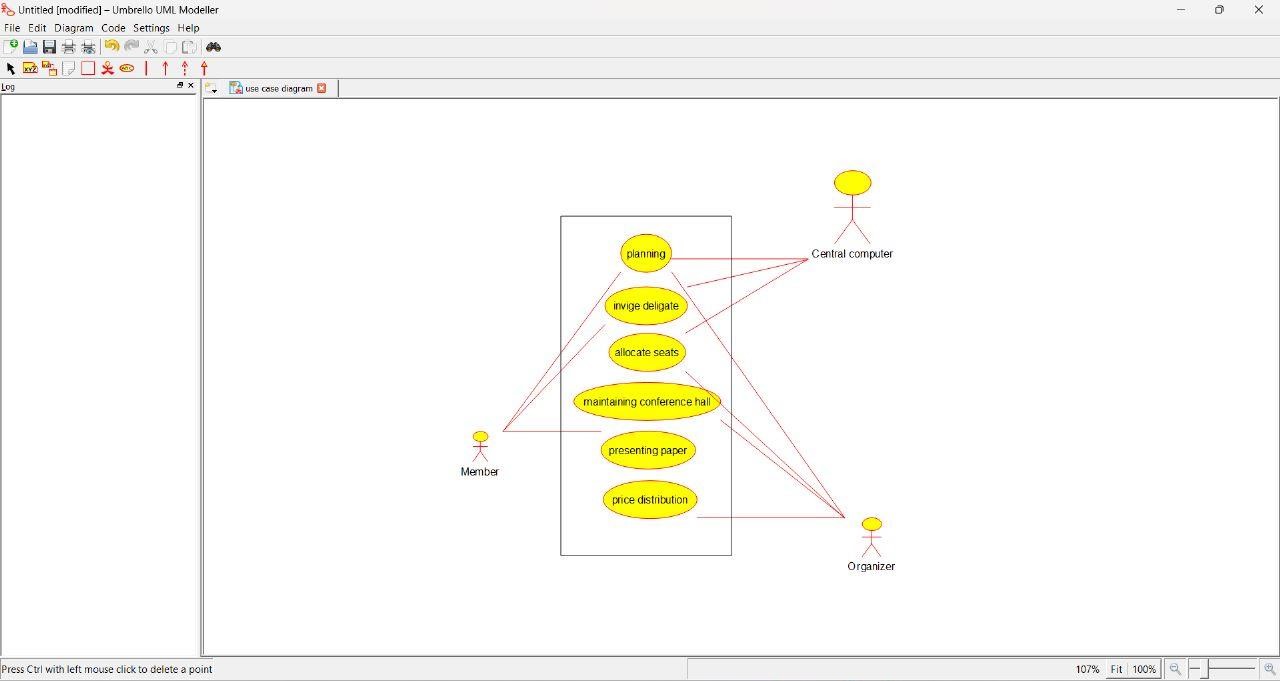
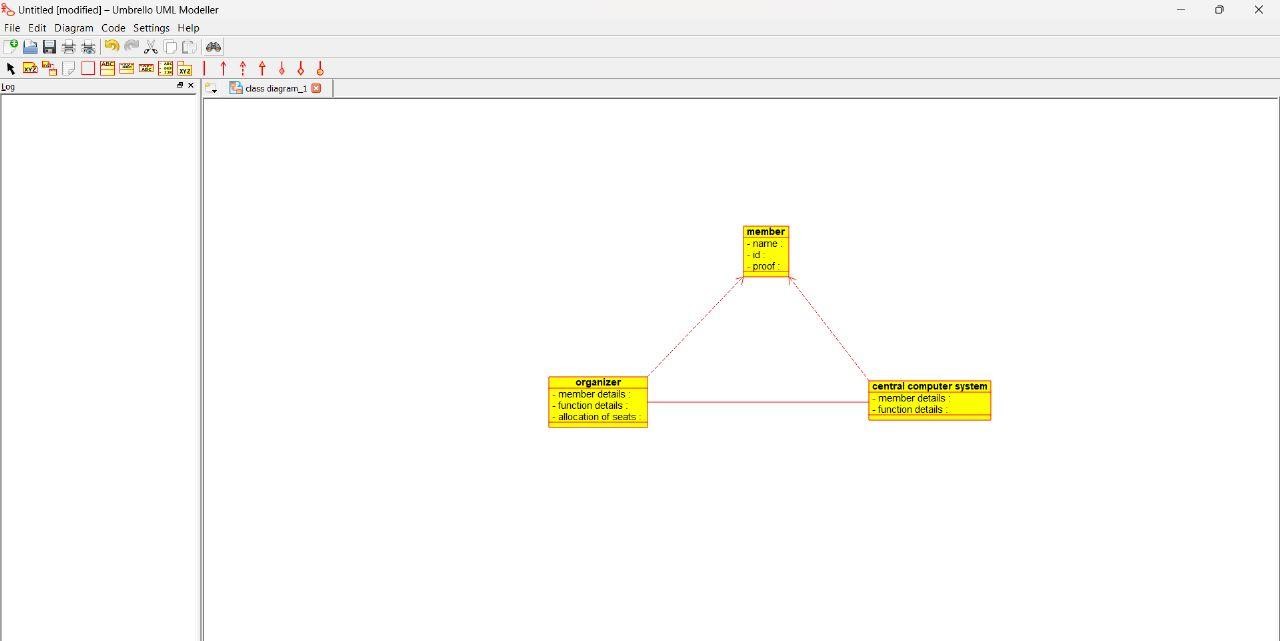
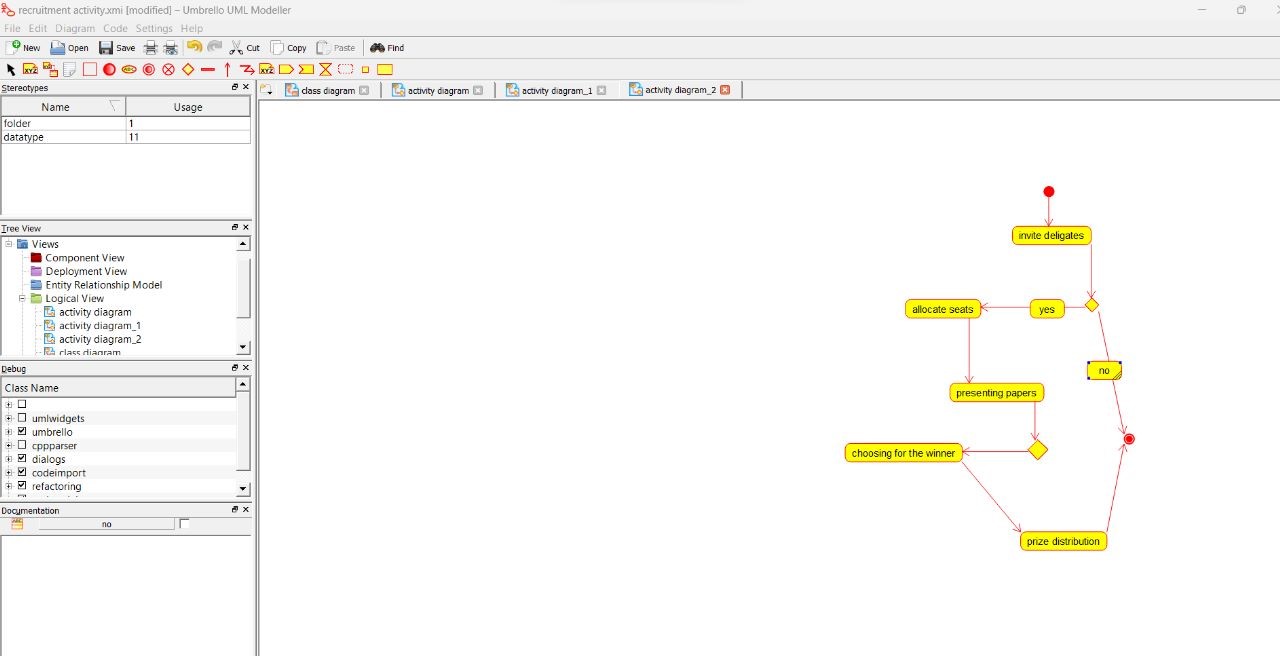
**CONFERENCE MANAGEMENTSYSTEM**

**Use case diagram:**

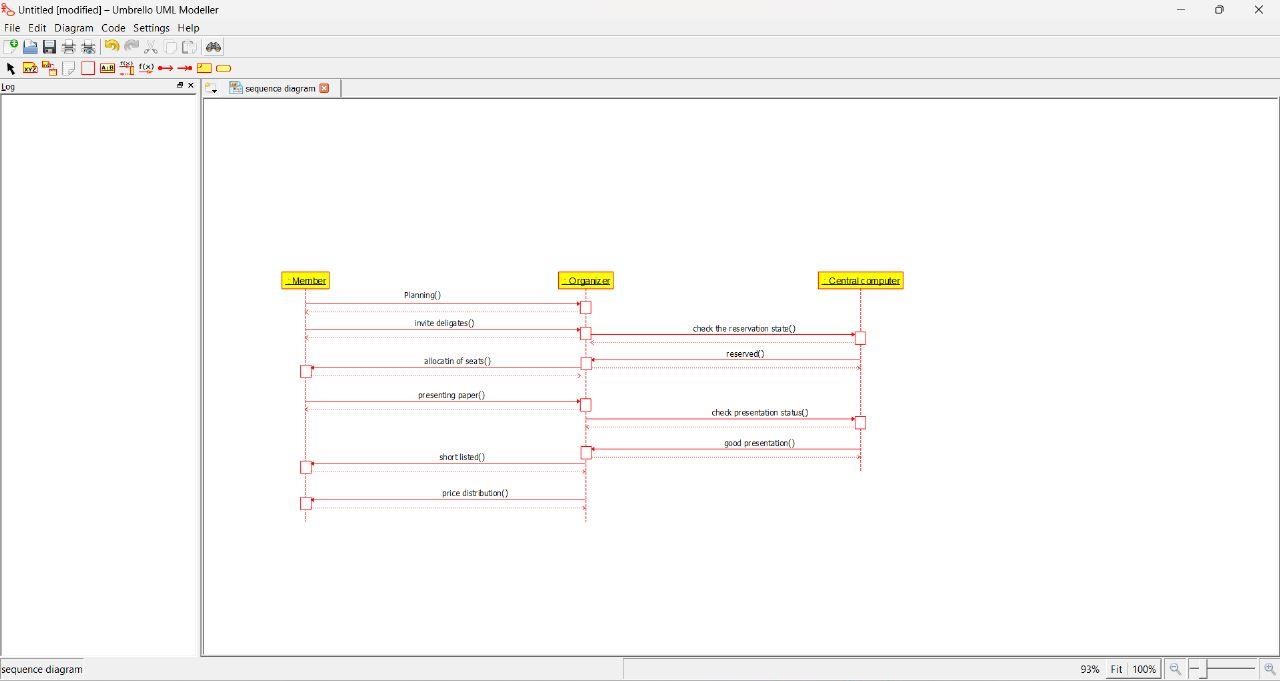


**Class diagram:**

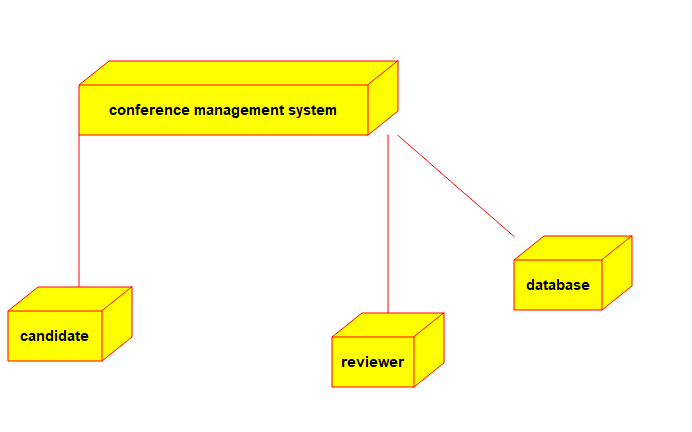
**ACTIVITY DIAGRAM:**



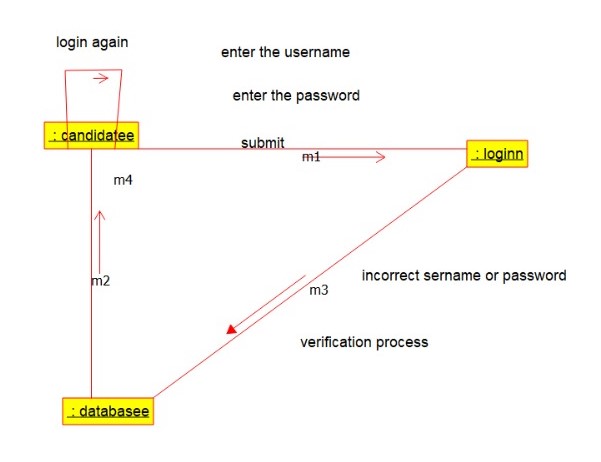
**SEQUENCE DIAGRAM:**



**DEPLOYMENT DIAGRAM:**



**COLLABIRATION DIAGRAM:**



**Program:**

/\*\*

\* Class central\_management\_system

\*/

public class central\_management\_system {

//

// Fields

//

private char member\_details;

private char function\_details;

private void details\_of\_seat\_allocation;

//

// Constructors

//

public central\_management\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of member\_details

\* @param newVar the new value of member\_details

\*/

public void setMember\_details (char newVar) {

member\_details = newVar;

}

/\*\*

\* Get the value of member\_details

\* @return the value of member\_details

\*/

public char getMember\_details () {

return member\_details;

}

/\*\*

\* Set the value of function\_details

\* @param newVar the new value of function\_details

\*/

public void setFunction\_details (char newVar) {

function\_details = newVar;

}

/\*\*

\* Get the value of function\_details

\* @return the value of function\_details

\*/

public char getFunction\_details () {

return function\_details;

}

/\*\*

\* Set the value of details\_of\_seat\_allocation

\* @param newVar the new value of details\_of\_seat\_allocation

\*/

public void setDetails\_of\_seat\_allocation (void newVar) {

details\_of\_seat\_allocation = newVar;

}

/\*\*

\* Get the value of details\_of\_seat\_allocation

\* @return the value of details\_of\_seat\_allocation

\*/

public void getDetails\_of\_seat\_allocation () {

return details\_of\_seat\_allocation;

}

//

// Other methods

//

/\*\*

\*/

public void attributes()

{

}

/\*\*

\*/

public void updating\_details()

{

}

/\*\*

\*/

public void central\_management\_system()

{

}

}

/\*\*

\* Class membes

\*/

public class membes {

//

// Fields

//

private int name;

private int id;

private char proof;

//

// Constructors

//

public membes () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

public void setName (int newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

public int getName () {

return name;

}

/\*\*

\* Set the value of id

\* @param newVar the new value of id

\*/

public void setId (int newVar) {

id = newVar;

}

/\*\*

\* Get the value of id

\* @return the value of id

\*/

public int getId () {

return id;

}

/\*\*

\* Set the value of proof

\* @param newVar the new value of proof

\*/

public void setProof (char newVar) {

proof = newVar;

}

/\*\*

\* Get the value of proof

\* @return the value of proof

\*/

public char getProof () {

return proof;

}

//

// Other methods

//

/\*\*

\*/

public void presenting\_paper()

{

}

/\*\*

\*/

public void member()

{

}

/\*\*

\*/

public void wining\_prize()

{

}

}