

C# OOPS Encapsulation
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Amazon

Employee Class

Code:

```
class Employes_Data
{
    private string Employee_Name;
    private string Employee_Department;
    private string Employee_Designation;
    private string Employee_StaffID;
    private string Employee_Email_ID;
    private long Employee_Contact_number;
    private long Employee_salary;
    public void Add_Employeddata()
    {
        // TO DO
    }
    public void Edit_Employeddata()
    {
        // TO DO
    }
    public void Delete_Employeddata()
    {
        // TO DO
    }
    public void Display_Employeddata()
    {
        // TO DO
    }
}
```

UML Diagram:

Employee

-	Employee_Name	: string
-	Employee_Department	: string
-	Employee_Designation	: string
-	Employee_StaffID	: string
-	Employee_Email_ID	: string
-	Employee_Contact_number	: long
-	Employee_salary	: long
+	Add Display_Employeddata()	: void
+	Display Display_Employeddata()	: void
+	Edit Display_Employeddata()	: void
+	Delete Display_Employeddata()	: void

Employee_salarydata_Class

Code:

```
class Employes_salarydata
{
    private string Employee_PaySlipID;
    private string Employee_paymentDate;
    private string Employee_Designation;
    private string Employee_amountD;
    private long Employee_payslipdescriptionr;

    public void Add_salarydataa()
    {
        // TO DO
    }
    public void Edit_salarydata()
    {
        // TO DO
    }
    public void Delete_salarydata()
    {
        // TO DO
    }
    public void Display_salarydata()
    {
        // TO DO
    }
}
```

UML Diagram:

Employes_salarydata

-	Employee_PaySlipID	: string
-	Employee_paymentDate	: string
-	Employee_Designation	: string
-	Employee_amountD	: string
-	Employee_payslipdescriptionr	: string
+	Add_Employes_salarydata()	: void
+	Display_Employes_salarydata()	: void
+	Edit_Employes_salarydata()	: void
+	Delete_Employes_salarydata()	: void

CustomerData _Class

Code:

```
class CustomerData
{
    private string Customer_ID;
    private string Customer_Username;
    private string Customer_EmailID;
    private string Customer_Address;
    private long Customer_ContactNumber;
    public void Add_CustomerData()
    {
        // TO DO
    }
    public void Edit_CustomerData()
    {
        // TO DO
    }
    public void Delete_salarydata()
    {
        // TO DO
    }
    public void Display_salarydata()
    {
        // TO DO
    }
}
```

UML Diagram:

CustomerData

-	Customer_ID	:	string
-	Customer_Username	:	string
-	Customer_EmailID	:	string
-	Customer_Address	:	string
-	Customer_ContactNumber:		long
+	Add_Employes_salarydata()	:	void
+	Display_Employes_salarydata()	:	void
+	Edit_Employes_salarydata()	:	void
+	Delete_Employes_salarydata()	:	void

Customer_order_ Class

Code:

```
class Customer_order
{
    private string Customer_cartID;
    private int no_of_products;
    private long pice_of_products;
    private long Discount_on_products;
    private long Delivery_charges;
    public void Add_Customer_order()
    {
        // TO DO
    }
    public void Edit_Customer_order()
    {
        // TO DO
    }
    public void Delete_Customer_order()
    {
        // TO DO
    }
    public void Display_Customer_order()
    {
        // TO DO
    }
}
```

UML Diagram:

Customer_order		
-	Customer_cartID	: string
-	no_of_products	: string
-	pice_of_products	: long
-	Discount_on_products	: long
-	Delivery_charges	: long
+	Add_ Add_Customer_order()	: void
+	Display_ Add_Customer_order()	: void
+	Edit_ Add_Customer_order() ()	: void
+	Delete_ Add_Customer_order()	: void

Product_Data _ Class

Code:

```
class Product_Data
{
    private long Product_Id;
    private string Product_Name;
    private string Product_description;
    private double Product_Price;
    private long Product_Stock;
    public void Add_Product_Data()
    {
        // TO DO
    }
    public void Edit_Product_Data()
    {
        // TO DO
    }
    public void Delete_Product_Data()
    {
        // TO DO
    }
    public void Display_Product_Data()
    {
        // TO DO
    }
}
```

UML Diagram:

Customer_order

-	Product_Id;	:	string
-	Product_Name	:	string
-	Product_Price	:	long
-	Product_Stock	:	long
-	Delivery_charges	:	long
+	Add_ Add_Customer_order()	:	void
+	Display_ Add_Customer_order()	:	void
+	Edit_ Add_Customer_order() ()	:	void
+	Delete_ Add_Customer_order()	:	void

Apollo_Hospital

Hospital_Data_ Class

Code:

```
class Hospital
{
private int hospitalId;
private string hospitalName;
private string hospitalType;
private string hospitalAddress;
private string doctorName;

public void AddHospitalDetails()
{
//TODO
}

public void DisplayHospitalDetails()
{
//TODO
}

public void EditHospitalDetails()
{
//TODO
}

public void DeleteHospitalDetails()
{
//TODO
}

}
```

UML Diagram:

Hospital_Data

-	hospitalId	: string
-	hospitalName	: string
-	hospitalType	: string
-	hospitalAddress	: string
-	doctorName	: string
+	Add_ Add_Customer_order()	: void
+	Display_ Add_Customer_order()	: void
+	Edit_ Add_Customer_order() ()	: void
+	Delete_ Add_Customer_order()	: void

Pharmacy_Medical_Data_Class

Code:

```
Class Pharmacy_Medical_Data
{
private string MedicineId;
private string MedicineName;
private string MedicineCompany;
private string MedicineCost;

public void Add_Pharmacy_Medical_Data ()
{
    //TODO
}

public void Display_Pharmacy_Medical_Data ()
{
    //TODO
}

public void Edit_Pharmacy_Medical_Data ()
{
    //TODO
}

public void Delete_Pharmacy_Medical_Data ()
{
    //TODO
}
}
```

UML Diagram:

Hospital_Data

-	medicineId	: string
-	medicineName	: string
-	medicineCompany	: string
-	medicineCost	: int
+	Add_Customer_order()	: void
+	Display_Customer_order()	: void
+	Edit_Customer_order() ()	: void
+	Delete_Customer_order()	: void

Hospital_Staff_Data_Class

Code:

```
Class Hospital_Staff_Data
{
Private string Employee_Name;
private string Employee_Department;
private string Employee_Designation;
private string Employee_StaffID;
private string Employee_Email_ID;
private long Employee_Contact_number;

public void Add_Hospital_Staff_Data ()
{
    //TODO
}

public void Display_Hospital_Staff_Data ()
{
    //TODO
}

public void Edit_Hospital_Staff_Data Data ()
{
    //TODO
}

public void Delete_Hospital_Staff_Data ()
{
    //TODO
}
}
```

UML Diagram:

Hospital_Data

-	Employee_Name	: string
-	Employee_Department	: string
-	Employee_Designation	: string
-	Employee_StaffID	: string
-	Employee_Email_ID	: string
+	Add_Add_Customer_order()	: void
+	Display_Add_Customer_order()	: void
+	Edit_Add_Customer_order() ()	: void
+	Delete_Add_Customer_order()	: void

Appointment_details_Class

Code:

```
ClassAppointment
{
private int appointment_num;
private string appointmentType;
private string appoint_mentdate;
private int doctorId;

    public void Add_AppointmentDetails()
    {
        //TODO
    }

    public void Display__AppointmentDetails()
    {
        //TODO
    }

    public void Edit_AppointmentDetails()
    {
        //TODO
    }

    public void Delete_AppointmentDetails()
    {
        //TODO
    }

}
```

UML Diagram:

Hospital_Data

-	Appointment_num	: string
-	Appointment_Type	: string
-	Appointment_date	: string
-	Doctor_Id	: string

+	Add_Appointment ()	: void
+	Display_Appointment ()	: void
+	Edit_Appointmentorder()	: void
+	Delete_Appointment ()	: void

Appointment_details_Class

Code:

```
class Doctor_data
{
private int Doctor_Id;
private string Doctor_Name;
private long DoctorMobile;
private string Doctor_EmailId;
private string Doctor_Address;

    public void Add_Doctor_data ()
    {
        //TODO
    }

    public void Display_Doctor_data ()
    {
        //TODO
    }

    public void Edit_Doctor_data ()
    {
        //TODO
    }

    public void Delete_Doctor_data ()
    {
        //TODO
    }

}
```

UML Diagram:

Hospital_Data

-	Doctor_Id	: string
-	Doctor_Name	: string
-	Doctor_EmailId	: string
-	Doctor_Id	: string
<hr/>		
+	Add_Doctor_data ()	: void
+	Display_Doctor_data ()	: void
+	Edit_Doctor_data ()	: void
+	Delete_Doctor_data ()	: void

POLICE_STATION

Police_Data_ Class

Code:

```
class Police_DATA
{
private int Police_Id;
private string Police_Name;
private string Police_Designation;
private long Police_Mobile;
private string Police_EmailId;
private string Police_Address;

    public void Add_Police_DATA ()
    {
        //TODO
    }

    public void Display_Police_DATA ()
    {
        //TODO
    }

    public void Edit_Police_DATA s()
    {
        //TODO
    }

    public void Delete_Police_DATA ()
    {
        //TODO
    }

}
```

UML Diagram:

Police_DATA

-	Police_Id	:	string
-	Police_Name	:	string
-	Police_DesignationN	:	string
-	hospitalAddress:	:	string
-	doctorName	:	string
+	Add_ Police_DATA ()	:	void
+	Display_ Police_DATA ()	:	void
+	Edit_ Police_DATA () ()	:	void
+	Delete_ Police_DATA ()	:	void

FIR_Data_ Class

Code:

```
class FIR_Data
{
    private string Fir_Number;
    private string Fir_Name;
    private string Fir_Description;
    private string Fir_Type;
    public void Add_FIRDetails()
    {
        //TODO
    }
    public void Display_ FIR_Data ()
    {
        //TODO
    }
    public void Edit_FIR_Data ()
    {
        //TODO
    }
    public void Delete_FIRDetails()
    {
        //TODO
    }
}
```

UML Diagram:

FIR_DATA

-	Fir_Number	:	string
-	Fir_Name	:	string
-	Fir_Description	:	string
-	Fir_Type	:	string
+	Add_ FIR_DATA ()	:	void
+	Display_ FIR_DATA ()	:	void
+	Edit_ FIR_DATA ()	:	void
+	Delete_ FIR_DATA ()	:	void

CRIME_Data_ Class

Code:

```
class Crime_Data
{
    private string Crime_ID;
    private string Crime_Name;
    private string Crime_Description;
    private string Crime_Type;
    public void Add_FIRDetails()
    {
        //TODO
    }
    public void Display_ FIR_Data ()
    {
        //TODO
    }
    public void Edit_FIR_Data ()
    {
        //TODO
    }
    public void Delete_FIRDetails()
    {
        //TODO
    }
}
```

UML Diagram:

CFRIME_DATA

-	CFRIME_Number	: string
-	CFRIME_Name	: string
-	CFRIME_Description	: string
-	CFRIME_Type	: string
+	Add_ CFRIME_DATA ()	: void
+	Display_ CFRIME_DATA ()	: void
+	Edit_ CFRIME_DATA ()	: void
+	Delete_ CFRIME_DATA ()	: void

Police_Station_ Class

Code:

```
class Police_Station
{
    private string Police_Station_ID;
    private string Police_Station_Details;
    private string Police_Station_Description;
    private string Police_Station_CITY;
    private string Police_Station_Addresse;

    public void Add_FIRDetails()
    {
        //TODO
    }
    public void Display_ FIR_Data ()
    {
        //TODO
    }
    public void Edit_FIR_Data ()
    {
        //TODO
    }
    public void Delete_FIRDetails()
    {
        //TODO
    }
}
```

UML Diagram:

Police_Station

-	Police_Station_ID	: string
-	Police_Station_Details	: string
-	Police_Station_Description	: string
-	Police_Station_CITY	: string
-	Police_Station_Addresse	: string
+	Add_ Police_Station ()	: void
+	Display_ Police_Station ()	: void
+	Edit_ Police_Station ()	: void
+	Delete Police_Station ()	: void

FIR_Data_ Class

Code:

```
class FIR_Data
{
    private string Fir_Number;
    private string Fir_Name;
    private string Fir_Description;
    private string Fir_Type;
    public void Add_FIRDetails()
    {
        //TODO
    }
    public void Display_ FIR_Data ()
    {
        //TODO
    }
    public void Edit_FIR_Data ()
    {
        //TODO
    }
    public void Delete_FIRDetails()
    {
        //TODO
    }
}
```

UML Diagram:

FIR_DATA

-	Fir_Number	: string
-	Fir_Name	: string
-	Fir_Description	: string
-	Fir_Type	: string
+	Add_ FIR_DATA ()	: void
+	Display_ FIR_DATA ()	: void
+	Edit_ FIR_DATA ()	: void
+	Delete_ FIR_DATA ()	: void

Police_Permission_ Class

Code:

```
class Police_Permission
{
    private string Police_Permission_ID;
    private string Police_Permission_role_id;
    private string Police_Permission_tittle;
    private string Police_Permission_module;
    private string Police_Permission_description;

    public void Add_Police_Permission ()
    {
        //TODO
    }
    public void Display_Police_Permission ()
    {
        //TODO
    }
    public void Edit_Police_Permission ()
    {
        //TODO
    }
    public void Delete_Police_Permission ()
    {
        //TODO
    }
}
```

UML Diagram:

Police_Permission

-	Police_Permission_ID	: string
-	Police_Permission_role_id;	: string
-	Police_Permission_tittle	: string
-	Police_Permission_module	: string
-	Police_Permission_description	: string
<hr/>		
+	Add_ Police_Permission()	: void
+	Display Police_Permission()	: void
+	Edit_ Police_Permission ()	: void
+	Delete Police_Permission()	: void