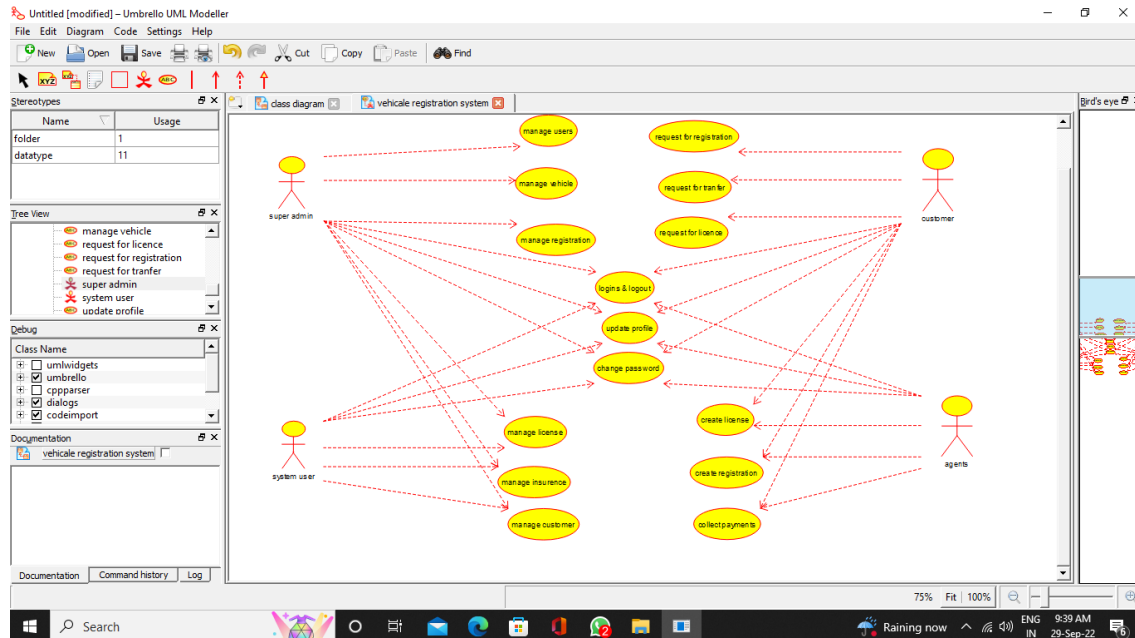
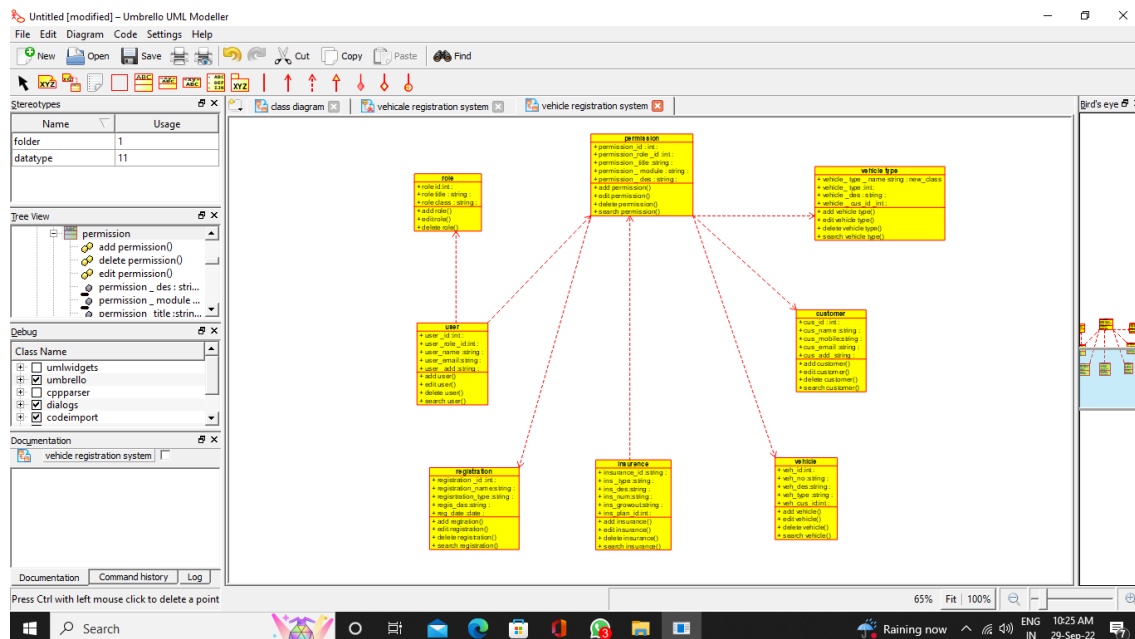


VEHICLE REGISTRATION SYSTEM

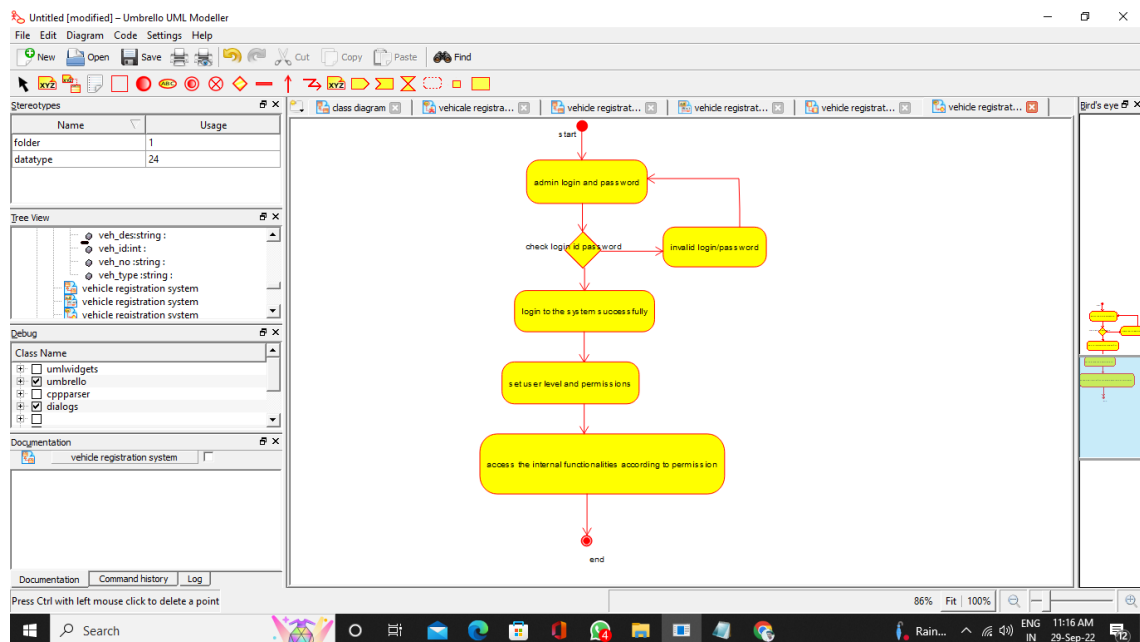
USE CASE DIAGRAM



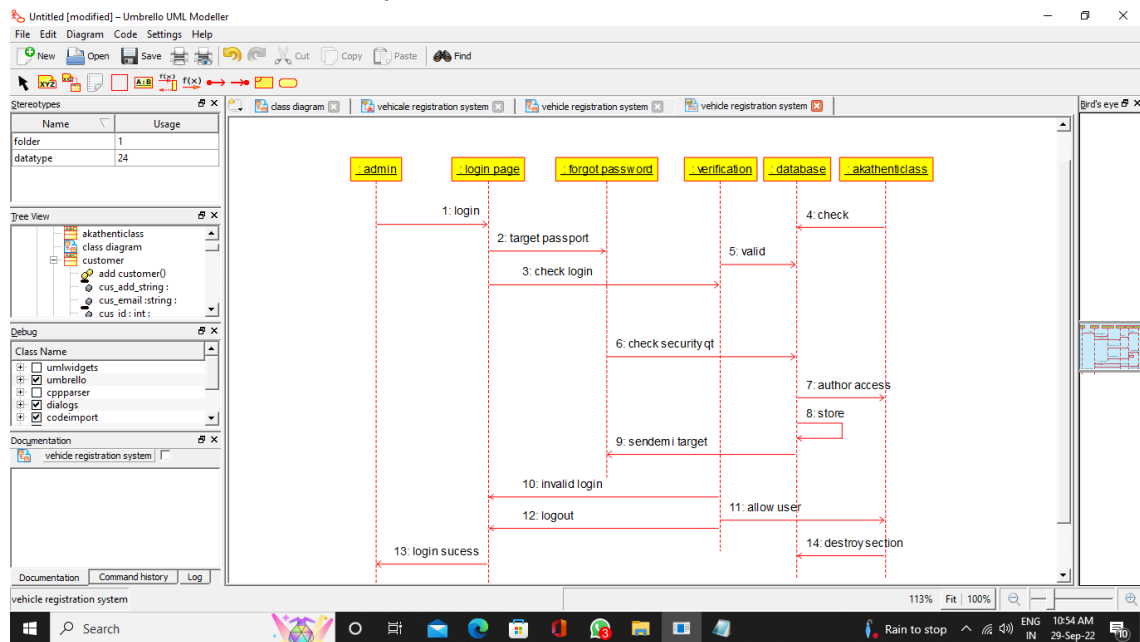
CLASS DIAGRAM



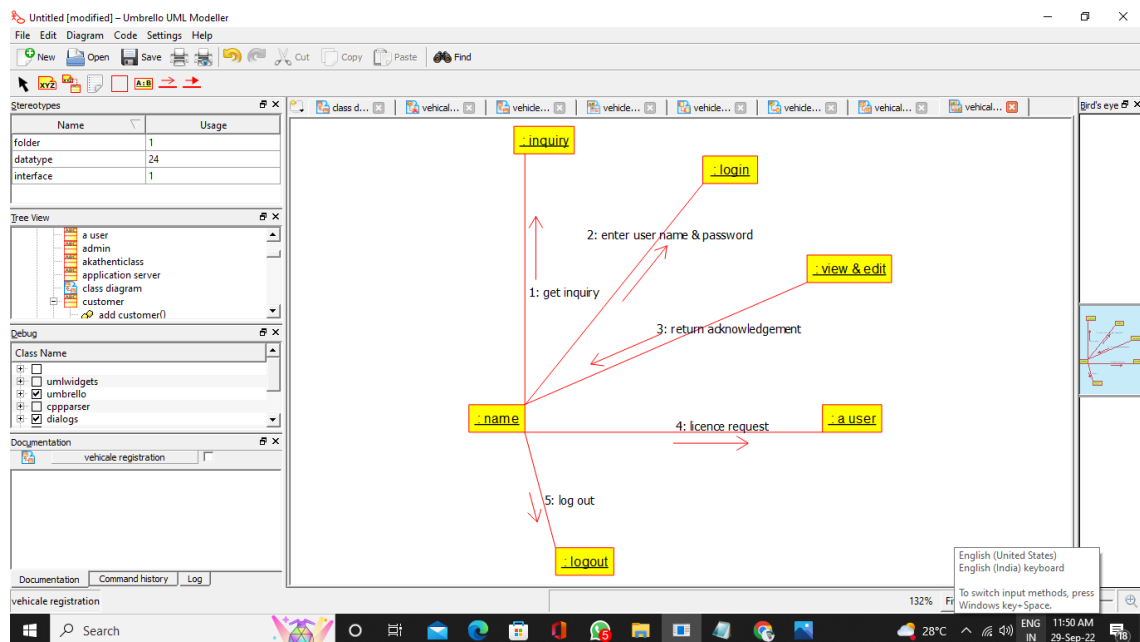
ACTIVITY DIAGRAM



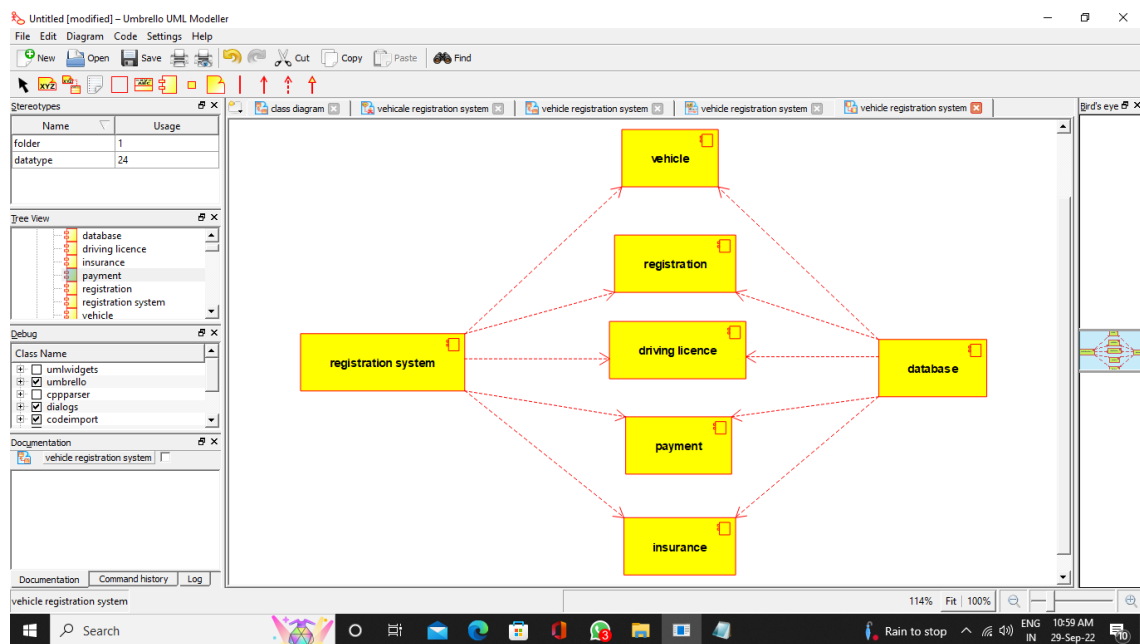
SEQUENCE DIAGRAM



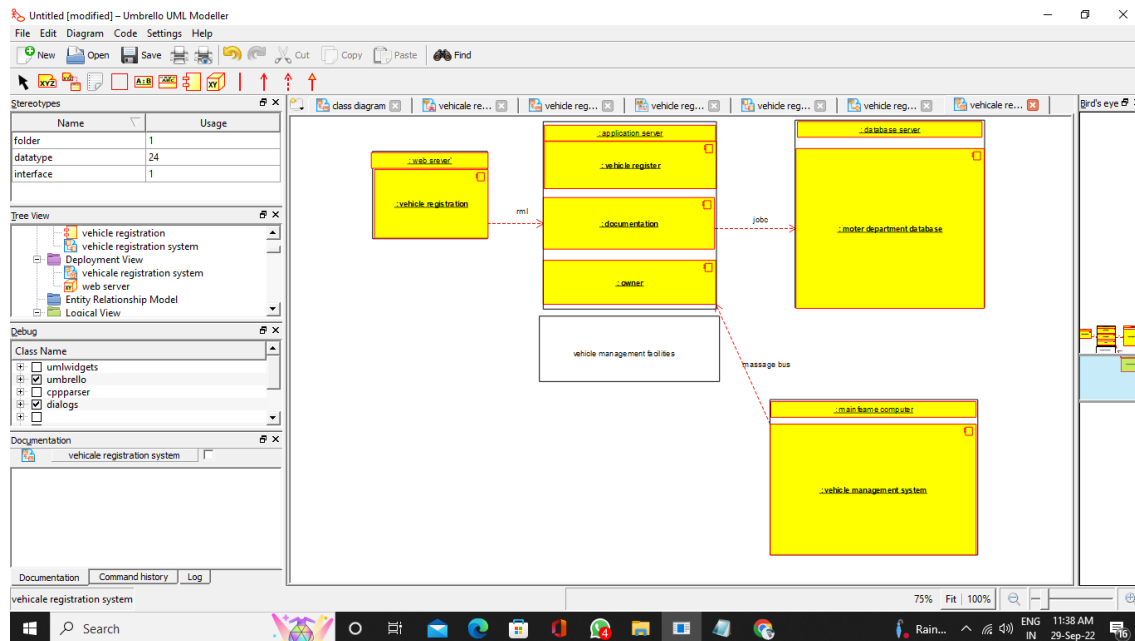
COLLABORATION DIAGRAM



COMPONENT DIAGRAM



DEPLOYMENT DIAGRAM



PROGRAM CODE

```
/**
 * Class customer
 */
public class customer {

    //
    // Fields
    //

    public void cus_id_int;
    public void cus_name_string;
    public void cus_mobile_string;
    public void cus_email_string;
    public void cus_add_string;

    //
    // Constructors
```

```

//
public customer () { };

//
// Methods
//

//
// Accessor methods
//

/**
 * Set the value of cus_id_int
 * @param newVar the new value of cus_id_int
 */
public void setCus_id_int (void newVar) {
    cus_id_int = newVar;
}

/**
 * Get the value of cus_id_int
 * @return the value of cus_id_int
 */
public void getCus_id_int () {
    return cus_id_int;
}

/**
 * Set the value of cus_name_string
 * @param newVar the new value of cus_name_string
 */
public void setCus_name_string (void newVar) {
    cus_name_string = newVar;
}

/**

```

```

    * Get the value of cus_name_string
    * @return the value of cus_name_string
    */
    public void getCus_name_string () {
        return cus_name_string;
    }

    /**
    * Set the value of cus_mobile_string
    * @param newVar the new value of cus_mobile_string
    */
    public void setCus_mobile_string (void newVar) {
        cus_mobile_string = newVar;
    }

    /**
    * Get the value of cus_mobile_string
    * @return the value of cus_mobile_string
    */
    public void getCus_mobile_string () {
        return cus_mobile_string;
    }

    /**
    * Set the value of cus_email_string
    * @param newVar the new value of cus_email_string
    */
    public void setCus_email_string (void newVar) {
        cus_email_string = newVar;
    }

    /**
    * Get the value of cus_email_string
    * @return the value of cus_email_string
    */
    public void getCus_email_string () {
        return cus_email_string;
    }

```

```

}

/**
 * Set the value of cus_add_string
 * @param newVar the new value of cus_add_string
 */
public void setCus_add_string (void newVar) {
    cus_add_string = newVar;
}

/**
 * Get the value of cus_add_string
 * @return the value of cus_add_string
 */
public void getCus_add_string () {
    return cus_add_string;
}

//
// Other methods
//

/**
 */
public void add_customer()
{
}

/**
 */
public void edit_customer()
{
}

/**

```

```

    */
    public void delete_customer()
    {
    }

    /**
    */
    public void search_customer()
    {
    }

}

/**
 * Class insurance
 */
public class insurance {

    //
    // Fields
    //

    public void insurance_id_string;
    public void ins__type_string;
    public void ins_des_string;
    public void ins_num_string;
    public void ins_growout_string;
    public void ins_plan_id_int;

    //
    // Constructors
    //
    public insurance () { };

```



```

//
// Methods
//

//
// Accessor methods
//

/**
 * Set the value of insurance_id_string
 * @param newVar the new value of insurance_id_string
 */
public void setInsurance_id_string (void newVar) {
    insurance_id_string = newVar;
}

/**
 * Get the value of insurance_id_string
 * @return the value of insurance_id_string
 */
public void getInsurance_id_string () {
    return insurance_id_string;
}

/**
 * Set the value of ins__type_string
 * @param newVar the new value of ins__type_string
 */
public void setIns__type_string (void newVar) {
    ins__type_string = newVar;
}

/**
 * Get the value of ins__type_string
 * @return the value of ins__type_string

```

```

    */
    public void getIns__type_string () {
        return ins__type_string;
    }

    /**
     * Set the value of ins_des_string
     * @param newVar the new value of ins_des_string
     */
    public void setIns_des_string (void newVar) {
        ins_des_string = newVar;
    }

    /**
     * Get the value of ins_des_string
     * @return the value of ins_des_string
     */
    public void getIns_des_string () {
        return ins_des_string;
    }

    /**
     * Set the value of ins_num_string
     * @param newVar the new value of ins_num_string
     */
    public void setIns_num_string (void newVar) {
        ins_num_string = newVar;
    }

    /**
     * Get the value of ins_num_string
     * @return the value of ins_num_string
     */
    public void getIns_num_string () {
        return ins_num_string;
    }

```

```

/**
 * Set the value of ins_growout_string
 * @param newVar the new value of ins_growout_string
 */
public void setIns_growout_string (void newVar) {
    ins_growout_string = newVar;
}

/**
 * Get the value of ins_growout_string
 * @return the value of ins_growout_string
 */
public void getIns_growout_string () {
    return ins_growout_string;
}

/**
 * Set the value of ins_plan_id_int
 * @param newVar the new value of ins_plan_id_int
 */
public void setIns_plan_id_int (void newVar) {
    ins_plan_id_int = newVar;
}

/**
 * Get the value of ins_plan_id_int
 * @return the value of ins_plan_id_int
 */
public void getIns_plan_id_int () {
    return ins_plan_id_int;
}

//
// Other methods
//

/**

```

```
*/  
public void add_insurance()  
{  
}
```

```
/**  
*/  
public void edit_insurance()  
{  
}
```

```
/**  
*/  
public void delete_insurance()  
{  
}
```

```
/**  
*/  
public void search_insurance()  
{  
}
```

```
}
```

```
/**  
* Class permission  
*/  
public class permission {
```

```
//
```

```

// Fields
//

public void permission_id_int;
public void permission_role__id_int;
public void permission__title_string;
public void permission___module_string;
public void permission___des_string;

//
// Constructors
//
public permission () { };

//
// Methods
//

//
// Accessor methods
//

/**
 * Set the value of permission_id_int
 * @param newVar the new value of permission_id_int
 */
public void setPermission_id_int (void newVar) {
    permission_id_int = newVar;
}

/**
 * Get the value of permission_id_int
 * @return the value of permission_id_int
 */
public void getPermission_id_int () {
    return permission_id_int;
}

```

```

}

/**
 * Set the value of permission_role__id_int
 * @param newVar the new value of permission_role__id_int
 */
public void setPermission_role__id_int (void newVar) {
    permission_role__id_int = newVar;
}

/**
 * Get the value of permission_role__id_int
 * @return the value of permission_role__id_int
 */
public void getPermission_role__id_int () {
    return permission_role__id_int;
}

/**
 * Set the value of permission__title_string
 * @param newVar the new value of permission__title_string
 */
public void setPermission__title_string (void newVar) {
    permission__title_string = newVar;
}

/**
 * Get the value of permission__title_string
 * @return the value of permission__title_string
 */
public void getPermission__title_string () {
    return permission__title_string;
}

/**
 * Set the value of permission__module_string
 * @param newVar the new value of permission__module_string

```

```

*/
public void setPermission___module_string (void newVar) {
    permission___module_string = newVar;
}

/**
 * Get the value of permission___module_string
 * @return the value of permission___module_string
 */
public void getPermission___module_string () {
    return permission___module_string;
}

/**
 * Set the value of permission___des_string
 * @param newVar the new value of permission___des_string
 */
public void setPermission___des_string (void newVar) {
    permission___des_string = newVar;
}

/**
 * Get the value of permission___des_string
 * @return the value of permission___des_string
 */
public void getPermission___des_string () {
    return permission___des_string;
}

//
// Other methods
//

/**
 */
public void add_permission()
{

```

```
}
```

```
/**
```

```
*/
```

```
public void edit_permission()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
public void delete_permission()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
public void search_permission()
```

```
{
```

```
}
```

```
}
```

```
/**
```

```
 * Class registration
```

```
*/
```

```
public class registration {
```

```
    //
```

```
    // Fields
```

```
    //
```

```
    public void registration__id_int;
```



```

public void registration_name_string;
public void regisrtration_type_string;
public void regis_das_string;
public void reg_date_date;

//
// Constructors
//
public registration () { };

//
// Methods
//

//
// Accessor methods
//

/**
 * Set the value of registration__id_int
 * @param newVar the new value of registration__id_int
 */
public void setRegistration__id_int (void newVar) {
    registration__id_int = newVar;
}

/**
 * Get the value of registration__id_int
 * @return the value of registration__id_int
 */
public void getRegistration__id_int () {
    return registration__id_int;
}

/**
 * Set the value of registration_name_string

```

```

    * @param newVar the new value of registration_name_string
    */
    public void setRegistration_name_string (void newVar) {
        registration_name_string = newVar;
    }

    /**
     * Get the value of registration_name_string
     * @return the value of registration_name_string
     */
    public void getRegistration_name_string () {
        return registration_name_string;
    }

    /**
     * Set the value of regisrtration_type_string
     * @param newVar the new value of regisrtration_type_string
     */
    public void setRegisrtration_type_string (void newVar) {
        regisrtration_type_string = newVar;
    }

    /**
     * Get the value of regisrtration_type_string
     * @return the value of regisrtration_type_string
     */
    public void getRegisrtration_type_string () {
        return regisrtration_type_string;
    }

    /**
     * Set the value of regis_das_string
     * @param newVar the new value of regis_das_string
     */
    public void setRegis_das_string (void newVar) {
        regis_das_string = newVar;
    }

```

```

/**
 * Get the value of regis_das_string
 * @return the value of regis_das_string
 */
public void getRegis_das_string () {
    return regis_das_string;
}

/**
 * Set the value of reg_date_date
 * @param newVar the new value of reg_date_date
 */
public void setReg_date_date (void newVar) {
    reg_date_date = newVar;
}

/**
 * Get the value of reg_date_date
 * @return the value of reg_date_date
 */
public void getReg_date_date () {
    return reg_date_date;
}

//
// Other methods
//

/**
 */
public void add_regtration()
{
}

/**

```

```

    */
    public void edit_registration()
    {
    }

    /**
    */
    public void delete_registration()
    {
    }

    /**
    */
    public void search_registration()
    {
    }

}

/**
 * Class role
 */
public class role {

    //
    // Fields
    //

    public void role_id_int;
    public void role_title_string;
    public void role_class_string;

    //

```

```

// Constructors
//
public role () { };

//
// Methods
//

//
// Accessor methods
//

/**
 * Set the value of role_id_int
 * @param newVar the new value of role_id_int
 */
public void setRole_id_int (void newVar) {
    role_id_int = newVar;
}

/**
 * Get the value of role_id_int
 * @return the value of role_id_int
 */
public void getRole_id_int () {
    return role_id_int;
}

/**
 * Set the value of role_title_string
 * @param newVar the new value of role_title_string
 */
public void setRole_title_string (void newVar) {
    role_title_string = newVar;
}

```

```

/**
 * Get the value of role_title_string
 * @return the value of role_title_string
 */
public void getRole_title_string () {
    return role_title_string;
}

/**
 * Set the value of role_class_string
 * @param newVar the new value of role_class_string
 */
public void setRole_class_string (void newVar) {
    role_class_string = newVar;
}

/**
 * Get the value of role_class_string
 * @return the value of role_class_string
 */
public void getRole_class_string () {
    return role_class_string;
}

//
// Other methods
//

/**
 */
public void add_role()
{
}

/**
 */

```

```
public void edit_role()
{
}
```

```
/**
 */
public void delete_role()
{
}
```

```
}
```

```
/**
 * Class user
 */
public class user {

    //
    // Fields
    //

    public void user__id_int;
    public void user__role__id_int;
    public void user_name_string;
    public void user_email_string;
    public void user__add_string;

    //
    // Constructors
    //
    public user () { };

    //
```

```
// Methods
```

```
//
```

```
//
```

```
// Accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of user__id__int
```

```
 * @param newVar the new value of user__id__int
```

```
 */
```

```
public void setUser__id__int (void newVar) {
```

```
    user__id__int = newVar;
```

```
}
```

```
/**
```

```
 * Get the value of user__id__int
```

```
 * @return the value of user__id__int
```

```
 */
```

```
public void getUser__id__int () {
```

```
    return user__id__int;
```

```
}
```

```
/**
```

```
 * Set the value of user__role__id__int
```

```
 * @param newVar the new value of user__role__id__int
```

```
 */
```

```
public void setUser__role__id__int (void newVar) {
```

```
    user__role__id__int = newVar;
```

```
}
```

```
/**
```

```
 * Get the value of user__role__id__int
```

```
 * @return the value of user__role__id__int
```

```
 */
```

```
public void getUser__role__id__int () {
```



```

    return user__role__id_int;
}

/**
 * Set the value of user_name_string
 * @param newVar the new value of user_name_string
 */
public void setUser_name_string (void newVar) {
    user_name_string = newVar;
}

/**
 * Get the value of user_name_string
 * @return the value of user_name_string
 */
public void getUser_name_string () {
    return user_name_string;
}

/**
 * Set the value of user_email_string
 * @param newVar the new value of user_email_string
 */
public void setUser_email_string (void newVar) {
    user_email_string = newVar;
}

/**
 * Get the value of user_email_string
 * @return the value of user_email_string
 */
public void getUser_email_string () {
    return user_email_string;
}

/**
 * Set the value of user__add_string

```

```

    * @param newVar the new value of user__add_string
    */
    public void setUser__add_string (void newVar) {
        user__add_string = newVar;
    }

    /**
     * Get the value of user__add_string
     * @return the value of user__add_string
     */
    public void getUser__add_string () {
        return user__add_string;
    }

    //
    // Other methods
    //

    /**
     */
    public void add_user()
    {
    }

    /**
     */
    public void edit_user()
    {
    }

    /**
     */
    public void delete_user()
    {
    }

```

```
/**
 */
public void search_user()
{
}

}
```

```
/**
 * Class vehicle_type
 */
public class vehicle_type {

    //
    // Fields
    //

    public new_class vehicle__type__name_string;
    public void vehicle__type_int;
    public void vehicle__des_string;
    public void vehicle__cus_id_int;

    //
    // Constructors
    //
    public vehicle_type () { };

    //
    // Methods
    //
```

```

//
// Accessor methods
//

/**
 * Set the value of vehicle__type__name_string
 * @param newVar the new value of vehicle__type__name_string
 */
public void setVehicle__type__name_string (new_class newVar) {
    vehicle__type__name_string = newVar;
}

/**
 * Get the value of vehicle__type__name_string
 * @return the value of vehicle__type__name_string
 */
public new_class getVehicle__type__name_string () {
    return vehicle__type__name_string;
}

/**
 * Set the value of vehicle__type_int
 * @param newVar the new value of vehicle__type_int
 */
public void setVehicle__type_int (void newVar) {
    vehicle__type_int = newVar;
}

/**
 * Get the value of vehicle__type_int
 * @return the value of vehicle__type_int
 */
public void getVehicle__type_int () {
    return vehicle__type_int;
}

/**

```

```

    * Set the value of vehicle__des_string
    * @param newVar the new value of vehicle__des_string
    */
    public void setVehicle__des_string (void newVar) {
        vehicle__des_string = newVar;
    }

    /**
    * Get the value of vehicle__des_string
    * @return the value of vehicle__des_string
    */
    public void getVehicle__des_string () {
        return vehicle__des_string;
    }

    /**
    * Set the value of vehicle__cus_id_int
    * @param newVar the new value of vehicle__cus_id_int
    */
    public void setVehicle__cus_id_int (void newVar) {
        vehicle__cus_id_int = newVar;
    }

    /**
    * Get the value of vehicle__cus_id_int
    * @return the value of vehicle__cus_id_int
    */
    public void getVehicle__cus_id_int () {
        return vehicle__cus_id_int;
    }

    //
    // Other methods
    //

    /**
    */

```

```
public void add_vehicle_type()
{
}
```

```
/**
 */
public void edit_vehicle_type()
{
}
```

```
/**
 */
public void delete_vehicle_type()
{
}
```

```
/**
 */
public void search_vehicle_type()
{
}
```

```
}
```