

UML Design Patterns

Assignment (28-01-2022)

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Project 1

Amazon Project Structure & It's UML Diagram.

Code

```
using System;
namespace Amazon_UML_Designs
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("This is an Amazon Application");
            Console.ReadLine();
        }
    }

    //To Store All Customers Related Data and Functionality(methods)
    class Customer_Portal
    {
        private string name;
        private string emailAddress;
        private string password;
        private string subscriptionDetails;
        private string billingAddress, shipmentAddress;
        private int mobileNumber;

        public void CreateData()
        {
            // ToDo
        }

        public void UpdateData()
        {
            // Todo
        }

        public void DeleteData()
        {
            // ToDo
        }

        public void DisplayProfile()
        {
            // ToDo
        }

        public void SubscriptionDetails()
        {
            // ToDo
        }
    }

    // To Store All Employees Related Data and Functionality(methods)
    class Employees_Portal
    {
        private string Emp_Id;
        private string Emp_Name;
        private int Emp_salaryDetails;
```

```

private string Emp_benefits;
private int Emp_BondDetails;

public void UpdateData()
{
    // Todo
}
public void DeleteData()
{
    // Todo
}
public void DisplayProfile()
{
    // Todo
}
}

// To Store All Products Related Data and Functionality(methods)
class Products_Portal
{
    private string Product_Id;
    private string Product_Name;
    private string Product_Brand;
    private int Product_Price;
    private string Product_Description;
    private string Product_Category;
    private string Product_Ratings;

    public void UpdateProductData()
    {
        // Todo
    }
    public void DeleteProductData()
    {
        // Todo
    }
    public void DisplayProductProfile()
    {
        // Todo
    }
}

// To Store All Seller's Related Data and Functionality(methods)
class Sellers_Portal
{
    private string Sell_Id;
    private string Sell_Brand;
    private string Sell_Address;
    private string Sell_Ratings;
    private int Sell_Pending_Transc;
    private int Sell_Pending_Orders;

    public void UpdateSellersData()
    {
        // Todo
    }
    public void DeleteSellersData()
    {
        // Todo
    }
    public void DisplaySellersProfile()
    {
        // Todo
    }
    public void SellersProductCategories()
    {

```

```

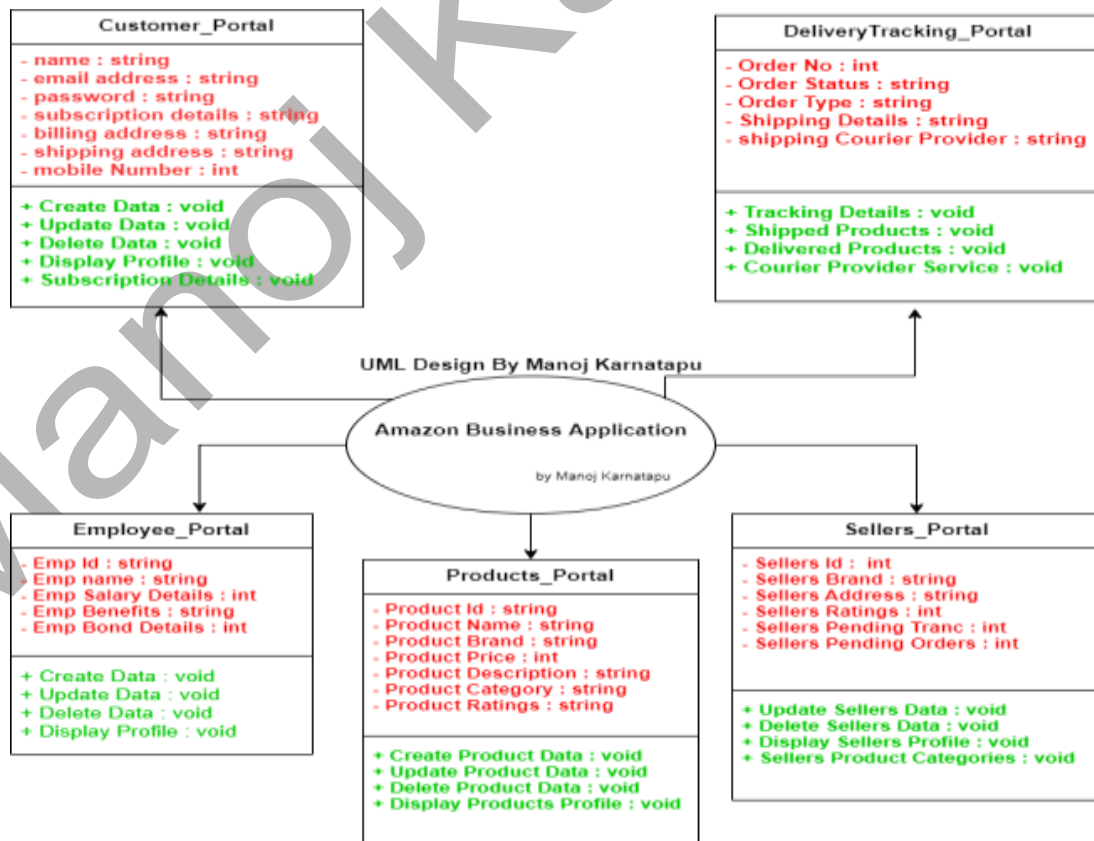
    }
}

// To Store All Delivery & Tracking Related Data and Functionality(methods)
class DeliveryTracking_Portal
{
    private int Order_NO;
    private string Order_Status;
    private string Order_Type;
    private string Shipping_Details;
    private string Shipping_Courier_Provider_Details;

    public void TrackingDetails()
    {
        // ToDo
    }
    public void ShippedProductDetails()
    {
        // ToDo
    }
    public void DeliveredProductDetails()
    {
        // ToDo
    }
    public void CourierProviderServiceDetails()
    {
        // ToDo
    }
}
}

```

UML Diagram



Project 2

Apollo Hospitals Project Structure & It's UML Diagram.

Code

```
using System;

namespace Apollo_Hospital_UML_Design
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("This is an Apollo Hospital Application");
            Console.ReadLine();
        }
    }
    class Doctors_Portal
    {
        private string doctorsName;
        private string doctors_designation;
        private int doctors_count;
        private int doctors_Exp;
        public void UpdateData()
        {
            // Todo
        }
        public void DeleteData()
        {
            // ToDo
        }
        public void DisplayProfile()
        {
            // ToDo
        }
        public void Patients_Referred()
        {
            //ToDo
        }
    }
    class Staff_Portal
    {
        private string Staff_name;
        private string staff_address;
        private int staff_count;
        private string staff_exp;
        private int staff_salary;
        private int staff_age;

        public void UpdateStaffData()
        {
            // Todo
        }
        public void DeleteStaffData()
        {
            // ToDo
        }
        public void DisplayStaffProfile()
        {
            // ToDo
        }
        public void StaffDuties()
        {
            //ToDo
        }
    }

    class Medical_Store
```

```

{
    private string MedicalStoreStaff;
    private int MedicinesCount;
    private string MedicineSuppliers;
    private int TotalIncome;
    private string StockDetails;
    private string OrderDetails;

    public void UpdateMedicinesData()
    {
        // Todo
    }
    public void DeleteMedicinesData()
    {
        // ToDo
    }
    public void DisplayStockProfile()
    {
        // ToDo
    }
    public void StoreStaffBenefits()
    {
        //ToDo
    }
}

class Patients_Portal
{
    private string Patients_name;
    private int Patients_age;
    private int Patients_stay_details;
    private string Patients_Referral_Doctor;
    private int Patients_Bill;

    public void BillingCounter()
    {
        // Todo
    }
    public void WardDetails()
    {
        // ToDo
    }
    public void MedicalPrescriptions()
    {
        // ToDo
    }
    public void UpdateProfile()
    {
        // ToDo
    }
    public void DeleteProfile()
    {
        // ToDo
    }
    public void DisplayProfile()
    {
        //ToDo
    }
}

class Ambulance_Portal
{
    private int Ambulance_Count;
    private string Ambulance_Details;
    private string Ambulance_Driver;
    private string Driver_Name;

```

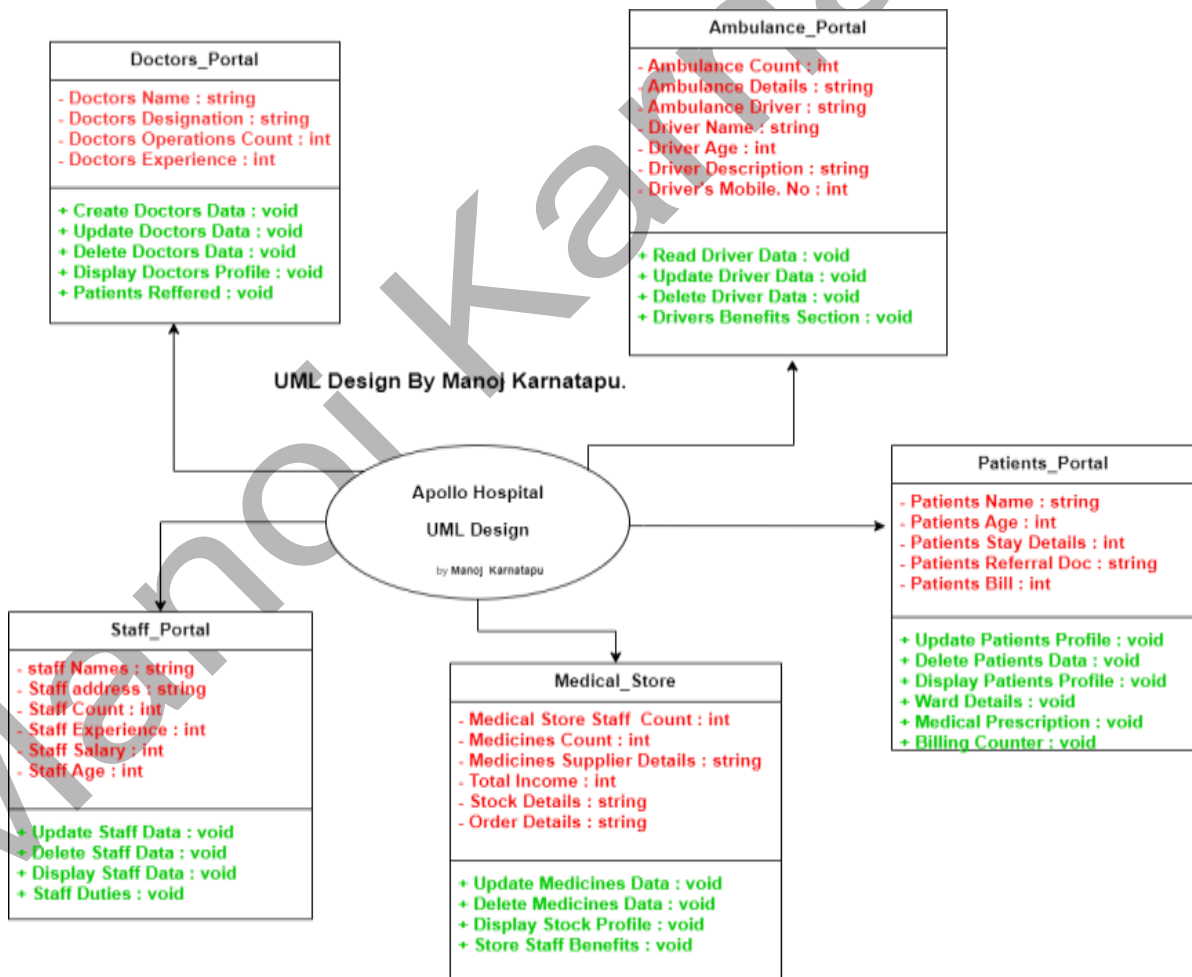
```

private int Driver_Age;
private string Driver_Description;
private int Drivers_MobileNumber;

public void UpdateData()
{
    // Todo
}
public void DeleteData()
{
    // Todo
}
public void DisplayProfile()
{
    // Todo
}
public void DriversBenefits()
{
    // Todo
}
}
}

```

UML Diagram



Project 3

Police Station Project Structure & It's UML Diagram.

Code

```
using System;

namespace Ploice_Station_UML_Design
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("This is a Police Station Application");
            Console.ReadLine();
        }
    }

    class Police_Staff
    {
        private string PoliceID;
        private string name;
        private string designation;
        private int age;
        private int mobileNumber;
        private int staff_Salaries;
        private string Duties;

        public void UpdateData()
        {
            // Todo
        }
        public void DeleteData()
        {
            // Todo
        }
        public void DisplayProfile()
        {
            // Todo
        }
        public void StaffBenefits()
        {
            // Todo
        }
    }

    class Weapons_Records
    {
        private int Bullets_Count;
        private string Weapon_Name;
        private string Weapon_Owner;
        private string Weapon_Type;
        private string Weapon_Description;
        private string Weapon_Class;

        public void UpdateWeaponData()
        {
            // Todo
        }
        public void DeleteWeaponData()
        {
            // Todo
        }
    }
}
```

```
    public void DisplayWeaponsStatus()
    {
        // Todo
    }

    public void WeaponsComplaint()
    {
        // Todo
    }
}

class Criminal_Database
{
    private string Criminal_name;
    private int Criminal_age;
    private int Criminal_mobileNumber;
    private string Criminal_Description;
    private int Criminal_Cases;
    private int Criminal_Alert;

    public void UpdateData()
    {
        // Todo
    }

    public void DeleteData()
    {
        // Todo
    }

    public void DisplayCriminalProfile()
    {
        // Todo
    }
}

class Cases
{
    private int Total_Case_count;
    private int Pending_Cases;
    private string Case_Name;
    private string Case_Description;
    private string Case_Status;

    public void ReadCaseData()
    {
        // Todo
    }
    public void UpdateCaseData()
    {
        // Todo
    }
    public void DeleteCaseData()
    {
        // Todo
    }

    public void CaseDetails()
```



```

    {
        // Todo
    }
    public void CaseStatus()
    {
        // Todo
    }
}

```

UML Diagram

