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| **UML** Design Patterns Assignment (28-01-2022)  By **MANOJ . KARNATAPU** |

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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 subcriptionDetails;  private string billingAddress, shippmentAddress;  private int mobileNumber;  public void CreateData()  {  // ToDo  }  public void UpdateData()  {  // Todo  }  public void DeleteData()  {  // ToDo  }  public void DisplayProfile()  {  // ToDo  }  public void SubcriptionDetails()  {  // 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** |
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| 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** |
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| 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** |
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