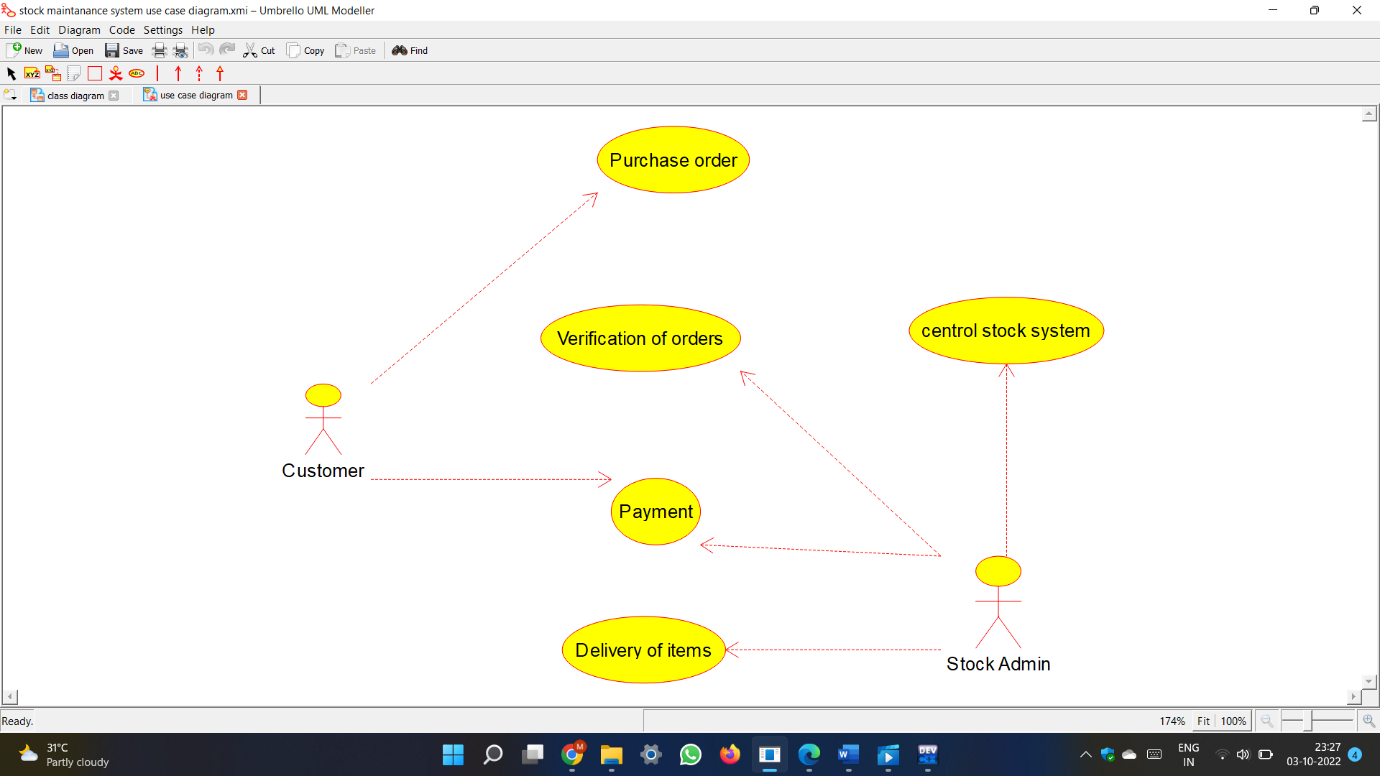
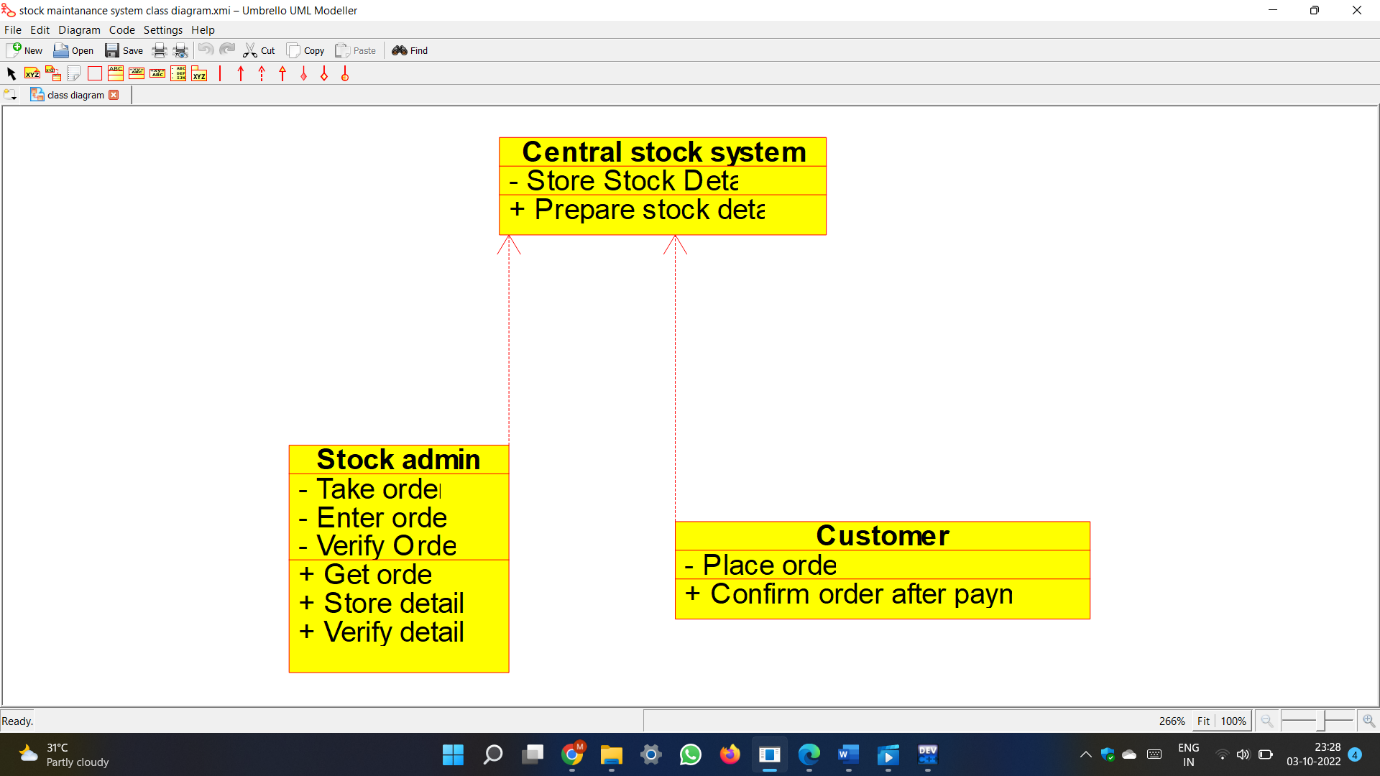
Stock Maintenance System

Use case :



Class diagram :



Code :

#ifndef STOCK\_ADMIN\_H

#define STOCK\_ADMIN\_H

#include <string>

/\*\*

\* class Stock\_admin

\*

\*/

class Stock\_admin

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

Stock\_admin ();

/\*\*

\* Empty Destructor

\*/

virtual ~Stock\_admin ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

/\*\*

\*/

void Get\_order ()

{

}

/\*\*

\*/

void Store\_details ()

{

}

/\*\*

\*/

void Verify\_details ()

{

}

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

void Take\_order;

void Enter\_order;

void Verify\_Order\_;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of Take\_order

\* @param new\_var the new value of Take\_order

\*/

void setTake\_order (void new\_var) {

Take\_order = new\_var;

}

/\*\*

\* Get the value of Take\_order

\* @return the value of Take\_order

\*/

void getTake\_order () {

return Take\_order;

}

/\*\*

\* Set the value of Enter\_order

\* @param new\_var the new value of Enter\_order

\*/

void setEnter\_order (void new\_var) {

Enter\_order = new\_var;

}

/\*\*

\* Get the value of Enter\_order

\* @return the value of Enter\_order

\*/

void getEnter\_order () {

return Enter\_order;

}

/\*\*

\* Set the value of Verify\_Order\_

\* @param new\_var the new value of Verify\_Order\_

\*/

void setVerify\_Order\_ (void new\_var) {

Verify\_Order\_ = new\_var;

}

/\*\*

\* Get the value of Verify\_Order\_

\* @return the value of Verify\_Order\_

\*/

void getVerify\_Order\_ () {

return Verify\_Order\_;

}

private:

void initAttributes () ;

};

#endif // STOCK\_ADMIN\_H

#ifndef CUSTOMER\_H

#define CUSTOMER\_H

#include <string>

/\*\*

\* class Customer

\*

\*/

class Customer

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

Customer ();

/\*\*

\* Empty Destructor

\*/

virtual ~Customer ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

/\*\*

\*/

void Confirm\_order\_after\_payment ()

{

}

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

void Place\_order;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of Place\_order

\* @param new\_var the new value of Place\_order

\*/

void setPlace\_order (void new\_var) {

Place\_order = new\_var;

}

/\*\*

\* Get the value of Place\_order

\* @return the value of Place\_order

\*/

void getPlace\_order () {

return Place\_order;

}

private:

void initAttributes () ;

};

#endif // CUSTOMER\_H

#ifndef CENTRAL\_STOCK\_SYSTEM\_H

#define CENTRAL\_STOCK\_SYSTEM\_H

#include <string>

/\*\*

\* class Central\_stock\_system

\*

\*/

class Central\_stock\_system

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

Central\_stock\_system ();

/\*\*

\* Empty Destructor

\*/

virtual ~Central\_stock\_system ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

/\*\*

\*/

void Prepare\_stock\_details ()

{

}

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

void Store\_Stock\_Details;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of Store\_Stock\_Details

\* @param new\_var the new value of Store\_Stock\_Details

\*/

void setStore\_Stock\_Details (void new\_var) {

Store\_Stock\_Details = new\_var;

}

/\*\*

\* Get the value of Store\_Stock\_Details

\* @return the value of Store\_Stock\_Details

\*/

void getStore\_Stock\_Details () {

return Store\_Stock\_Details;

}

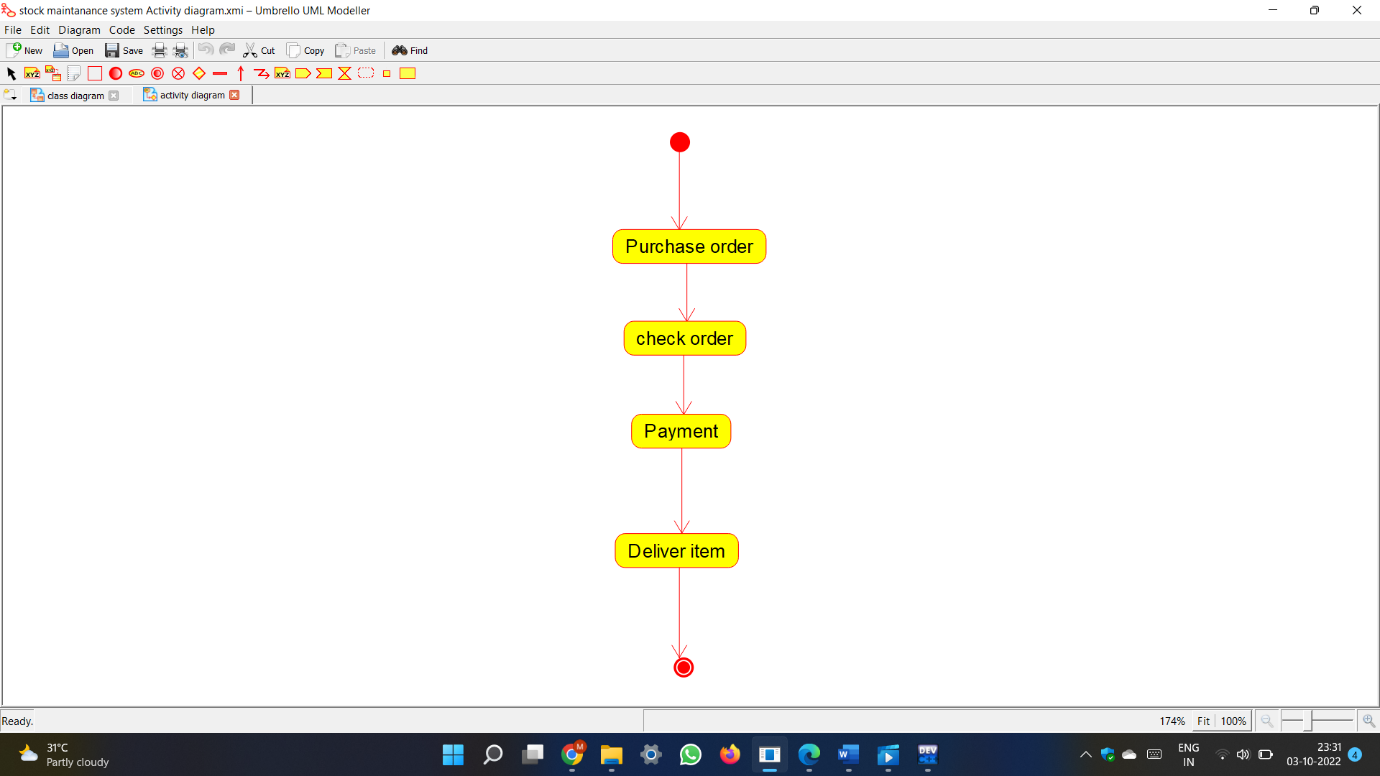
private:

void initAttributes () ;

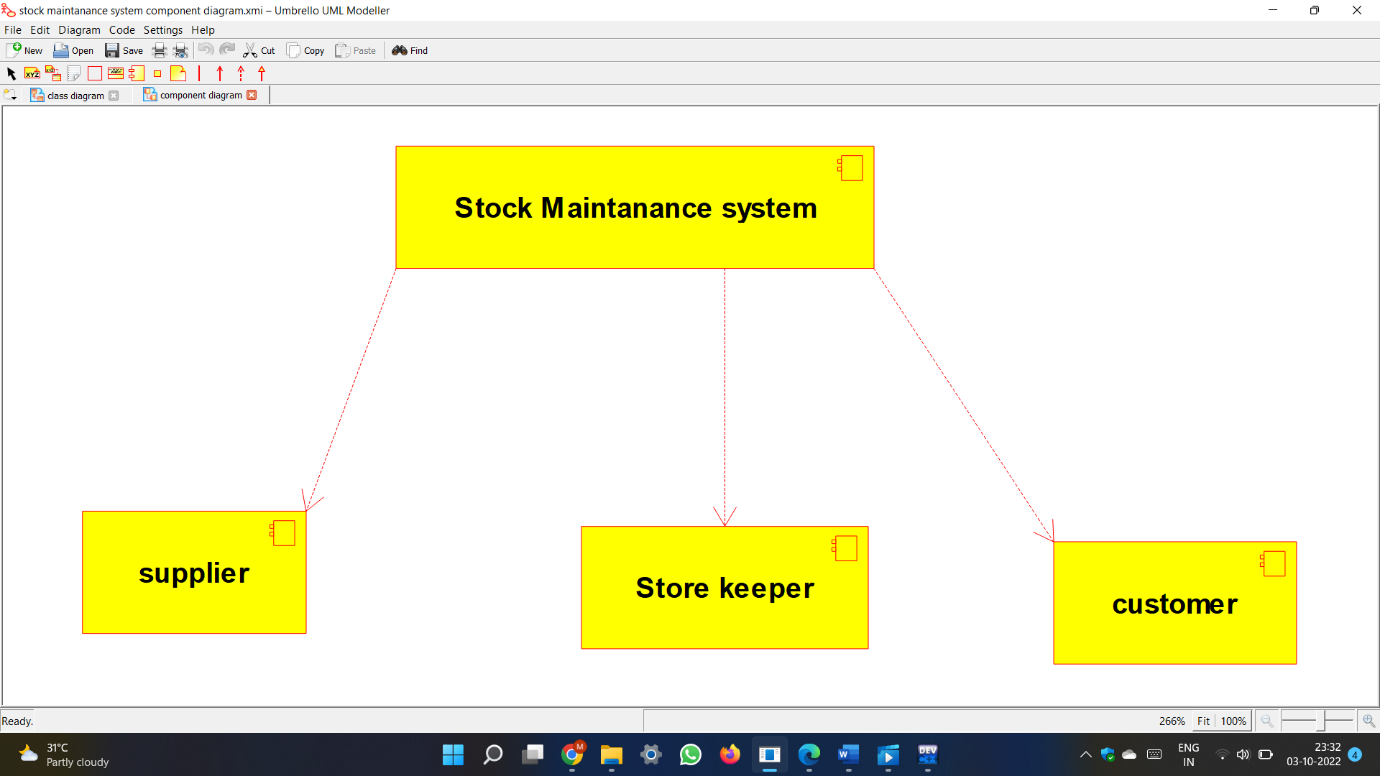
};

#endif // CENTRAL\_STOCK\_SYSTEM\_H

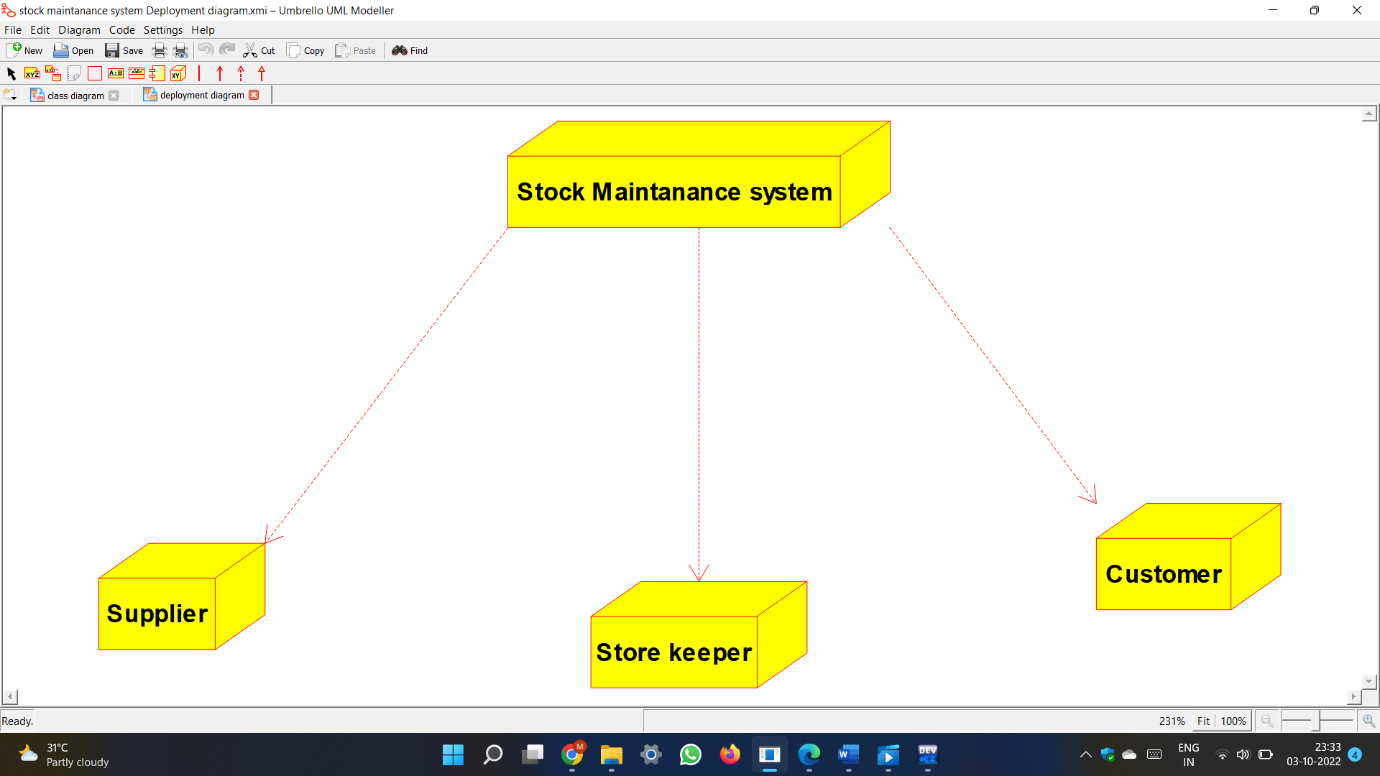
Activity diagram :



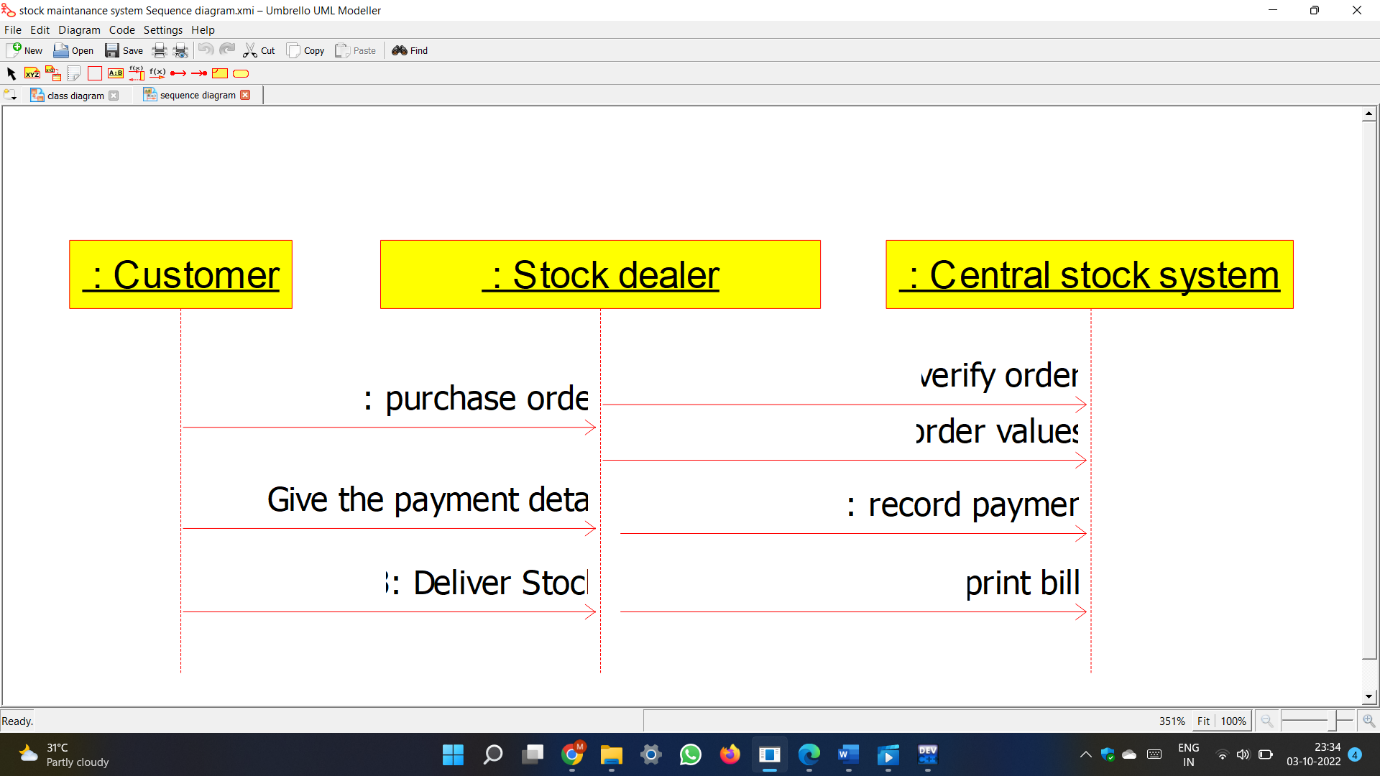
Component diagram :



Deployment Diagram :



Sequence diagrams :



State chart diagram :

