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| Five Classes can be used in “Amazon” Services : |
| Products Class |
| Code: |
| class Products  {  private int productid;  private string productname;  private int quantity;  private int price;    Public static void Addproductid()  {  // TO DO  }  Public static void Deleteproductid()  {  // TO DO  }  Public static void Editproductid()  {  // TO DO  }  Public static void Displayproductid()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Amazon” Services: |
| User Class |
| Code: |
| class User  {  private string userid;  private string password;  private string loginstatus;    Public static void Adduserlogin()  {  // TO DO  }  Public static void Deleteuserlogin()  {  // TO DO  }  Public static void Edituserlogin()  {  // TO DO  }  Public static void Displayuserlogin()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Amazon” Services: |
| Customer Class |
| Code: |
| class Customer  {  private string customername;  private string address;  private int customerid;  private int mobilenumber;  Public static void Addcustomerid()  {  // TO DO  }  Public static void Deletecustomerid ()  {  // TO DO  }  Public static void Editcustomerid()  {  // TO DO  }  Public static void Displaycustomerid()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Amazon” Services: |
| Shopping Cart Class |
| Code: |
| class Shoppingcart  {  private int cartid;  private int productid;  private int quantity;  private string dateadded;    Public static void Addproductid()  {  // TO DO  }  Public static void Deleteproductid()  {  // TO DO  }  Public static void Editproductid()  {  // TO DO  }  Public static void Displayproductid()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Amazon” Services: |
| Payment Class |
| Code: |
| class Payment  {  private string carddetails;  private float balance;  private string captcha;    Public static void Addcarddetails()  {  // TO DO  }  Public static void Deletecarddetails()  {  // TO DO  }  Public static void Editcarddetails()  {  // TO DO  }  Public static void Displaycarddetails()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Police Station”: |
| FIR Class |
| Code: |
| class FIR  {  private string accusername;  private string accuseraddress;  private int casenum;    Public static void Addaccusername()  {  // TO DO  }  Public static void Deleteaccusername()  {  // TO DO  }  Public static void Editaccusername()  {  // TO DO  }  Public static void Displayaccusername()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Police Station”: |
| Guns Class |
| Code: |
| class Guns  {  private string gunname;  private int bulletnum;  private string gunowned;    Public static void Addgunname()  {  // TO DO  }  Public static void Deletegunname()  {  // TO DO  }  Public static void Editgunname()  {  // TO DO  }  Public static void Displaygunname()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Police Station”: |
| employee Class |
| Code: |
| class Employee  {  private string employeename;  private int salary;  private int employeeid;    Public static void Addemployeename()  {  // TO DO  }  Public static void Deleteemployeename()  {  // TO DO  }  Public static void Editemployeename()  {  // TO DO  }  Public static void Displayemployeename()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Police Station”: |
| Jail Class |
| Code: |
| class Jail  {  private string accusername;  private string jailname;    Public static void Addjailname()  {  // TO DO  }  Public static void Deletejailname()  {  // TO DO  }  Public static void Editjailname()  {  // TO DO  }  Public static void Displayjailname()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Police Station”: |
| Complaint Class |
| Code: |
| class Complaint  {  private string sectionnum;  private string complainee;  private int complaintnum;    Public static void Addcomplaintnum()  {  // TO DO  }  Public static void Deletecomplaintnum()  {  // TO DO  }  Public static void Editcomplaintnum()  {  // TO DO  }  Public static void Displaycomplaintnum()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Apollo Hospitals”: |
| Patient Class |
| Code: |
| class Patient  {  private string patientname;  Private int patientid;  private string patientaddress;    Public static void Addpatientname()  {  // TO DO  }  Public static void Deletepatientname()  {  // TO DO  }  Public static void Editpatientname()  {  // TO DO  }  Public static void Displaypatientname()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Apollo Hospitals”: |
| Doctor Class |
| Code: |
| class Doctor  {  private string doctorname;  private int doctornumber;  private string specialization;    Public static void Adddoctorname()  {  // TO DO  }  Public static void Deletedoctorname()  {  // TO DO  }  Public static void Editdoctorname()  {  // TO DO  }  Public static void Displaydoctorname()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Apollo Hospitals”: |
| Pharmacy Class |
| Code: |
| class Pharmacy  {  private string medicinename;  private int cost;    Public static void Addmedicinename()  {  // TO DO  }  Public static void Deletemedicinename()  {  // TO DO  }  Public static void Editmedicinetname()  {  // TO DO  }  Public static void Displaymedicinename()  {  // TO DO  }  } |
| UML Diagram: |
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| Five Classes can be used in “Apollo Hospitals”: |
| Laboratory Class |
| Code: |
| class Laboratory  {  private int sampleid;  private string report;  private string doctorname;    Public static void Addsampleid()  {  // TO DO  }  Public static void Deletesampleid()  {  // TO DO  }  Public static void Editsampleid()  {  // TO DO  }  Public static void Displaysampleid()  {  // TO DO  } |
| UML Diagram: |
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| Five Classes can be used in “Apollo Hospitals”: |
| Billing Class |
| Code: |
| class Billing  {  private string carddetails;  private int billamount;  private int mobilenumber;    Public static void Addbillamount()  {  // TO DO  }  Public static void Deletebillamount()  {  // TO DO  }  Public static void Editbillamount()  {  // TO DO  }  Public static void Displaybillamount()  {  // TO DO  }  } |
| UML Diagram: |
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