class **Chained Store**

- area : int
- location : Location
- Capacity : int
- Grade : char

+ void set area (int);

---

class **Products**

- name : String
- Expdate : Date
- sellern : Seller

+ void getname (char);

---

class **Person**

- Name : char*
- Date of birth / hiredate : Date
- National code : int

+ void setName (char*);
+ char* getName ();
+ void Nationalcode();

: Date

---

class **Employee**

- Salary : int
- Datch : Date
- date of birth : Date

+ void setsalary (int);

---

class **Seller**

- type : char
- Soldprice : int
- time of buy : Time

+ char get type();

---

class **Buyer**

- type : char
- bought price : int
- dateof birth : Date
- house location : Locth

+ void set type();

---

class **Time**

- Sec : int
- min : int
- houre : int

+ void set Sec();
+ void Set Houre();

---

class **Date**

- day : int
- month : int
- year : int

+ void set day ();
+ void get day ();
+ void set year();

---

class **Location**

- Country : string
- province : string
- District : int
- Street : string
- Unit num : int
- Zipcode : int

+ void setaddress ();