Encapsulation Assignment

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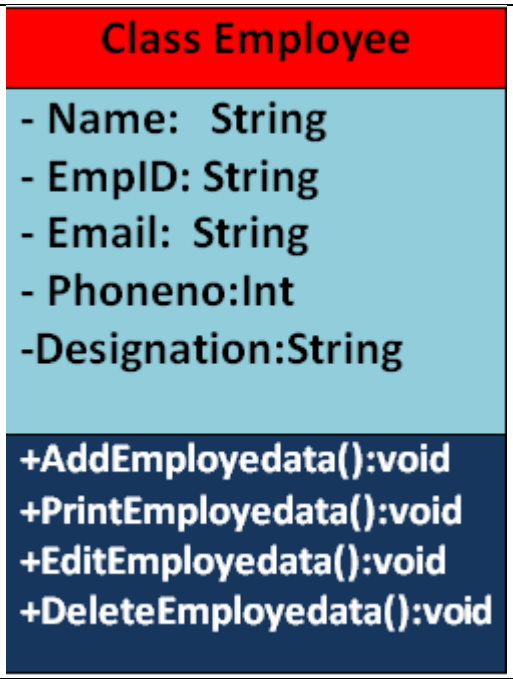
Amazon Employee Class:

Program:

```
class Employee
    {
        private int Empid;
        private string Name;
        private string Email;
        private string Designation;
        private int Phone;
        public void AddEmployedata()
        {
            //To do
        }
        public void PrintEmployeData()
        {
            //To do
        }
        public void EditEmployeData()
        {
            //To do
        }
        public void DeleteEmployeData()
        {
            //To do
        }

    }
```

UML Diagram:



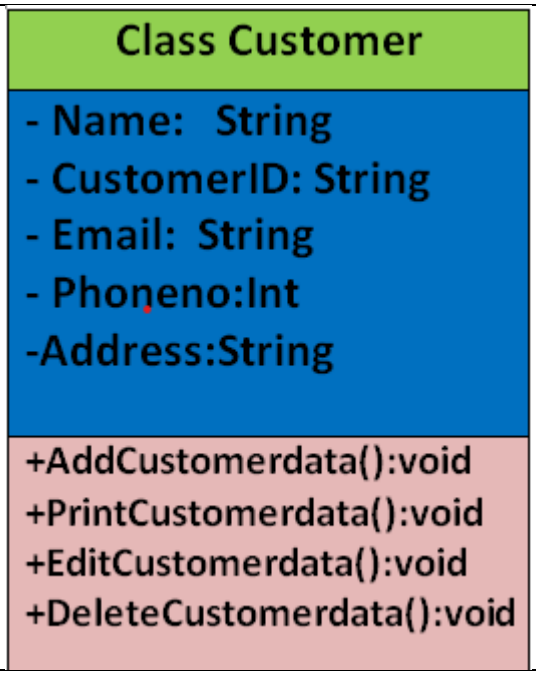
Amazon Customer Class:

Program class:

```
class Customer
    {
        private int CustomerID;
        private string Name;
        private string Email;
        private string Adress;
        private int Phoneno;
        public void AddCustomerdata()
        {
            //To do
        }
        public void PrintCustomerData()
        {
            //To do
        }
        public void EditCustomerData()
        {
            //To do
        }
        public void DeleteCustomerData()
        {
            //To do
        }

    }
```

UML Diagram:



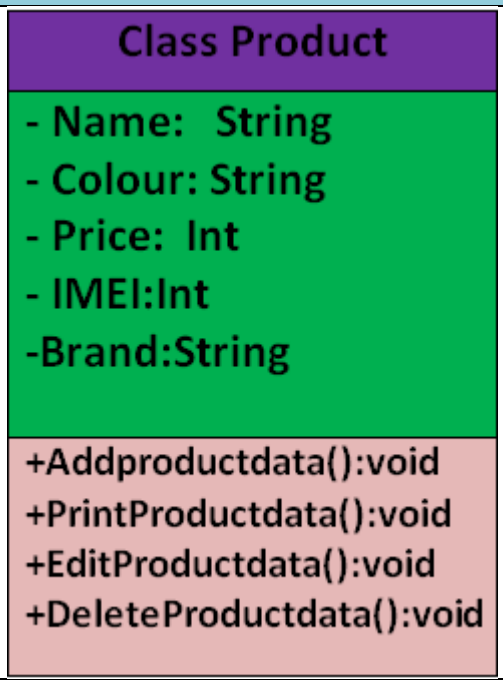
Amazon Product Class Program:

Program:

```
class Product
    {
        private int price;
        private string Name;
        private string Colour;
        private string Brand;
        private string  IMEI;
        public void Adddata()
        {
            //To do
        }
        public void PrintData()
        {
            //To do
        }
        public void EditData()
        {
            //To do
        }
        public void DeleteData()
        {
            //To do
        }

    }
```

UML Diagram:

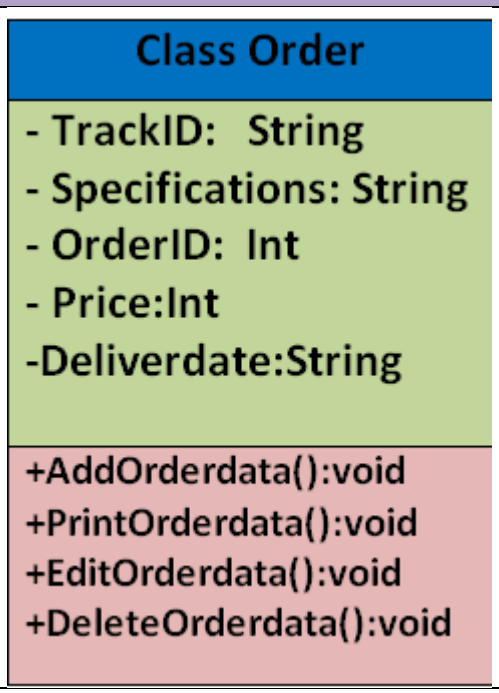


Amazon Class Order:

Program:

```
class Order
    {
        private int orderID;
        private int Price;
        private string TrackID;
        private string Specifications;
        private string  DeliveryDate;
        public void Addorderdate()
        {
            //To do
        }
        public void PrintOrderData()
        {
            //To do
        }
        public void EditOrderData()
        {
            //To do
        }
        public void DeleteOrderData()
        {
            //To do
        }
```

UML Daigram:



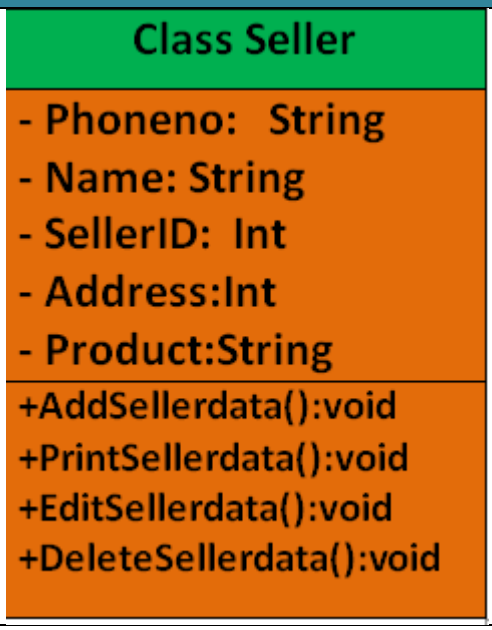
Amazon Class Seller:

Program:

```
class Seller
    {
        private string SellerId;
        private int Phoneno;
        private string name;
        private string Adress;
        private string  Product;
        public void Adddata()
        {
            //To do
        }
        public void PrintData()
        {
            //To do
        }
        public void EditData()
        {
            //To do
        }
        public void DeleteData()
        {
            //To do
        }

    }
```

UMD Daigram:



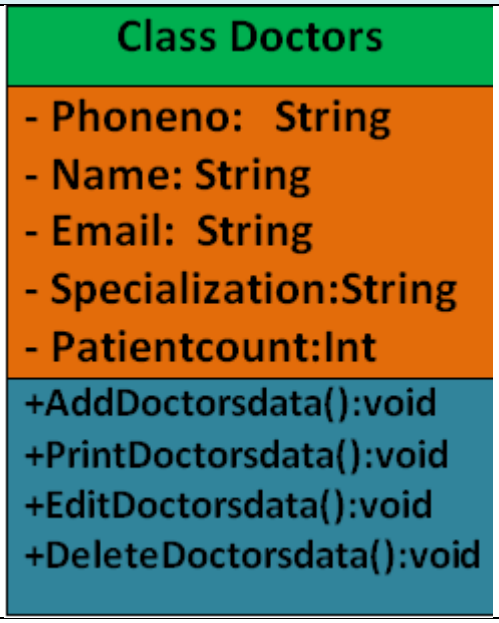
Apollo class Doctors:

Program:

```
class Doctors
    {
        private string name;
        private int Phoneno;
        private string Email;
        private string Patientcount;
        private string  Specialization;
        public void AddDoctorsdata()
        {
            //To do
        }
        public void PrintDoctorsData()
        {
            //To do
        }
        public void EditDoctorsData()
        {
            //To do
        }
        public void DeleteDoctorsData()
        {
            //To do
        }

    }
```

UML Daigram:



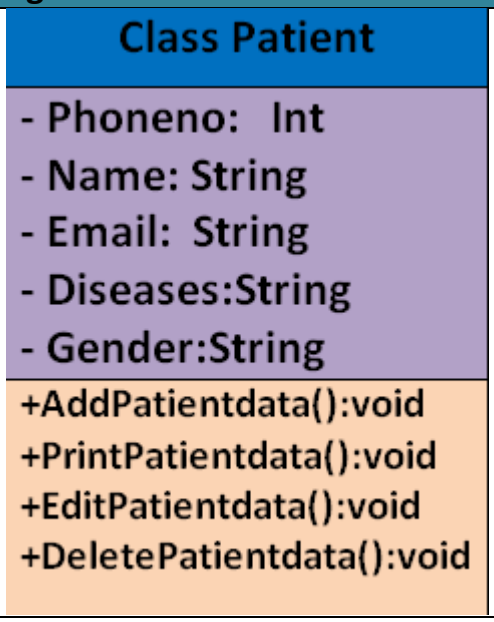
Apollo Class Patient:

Program:

```
class Patients
    {
        private string name;
        private int Phoneno;
        private string Email;
        private string Disease;
        private string  Gender;
        public void Addpatientdata()
        {
            //To do
        }
        public void PrintPatientData()
        {
            //To do
        }
        public void EditPatientData()
        {
            //To do
        }
        public void DeletePatientData()
        {
            //To do
        }

    }
```

UML Diagram:



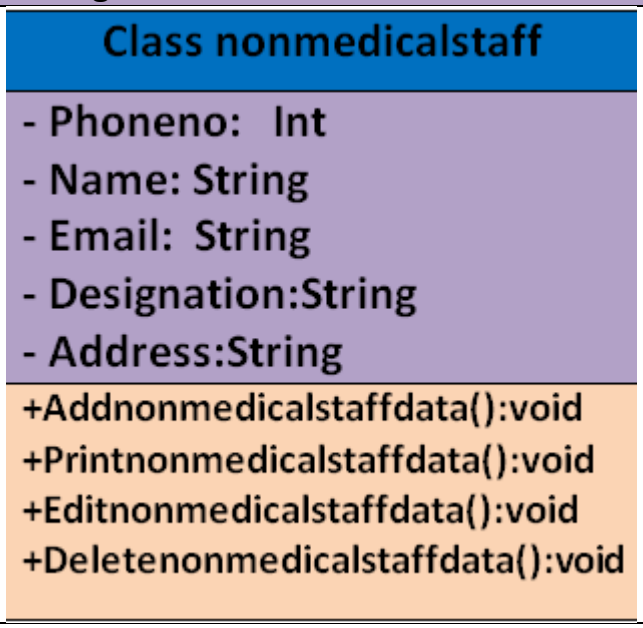
Apollo Non-Medical Staff:

Program:

```
class Nonmedicalstaff
    {
        private string name;
        private int Phoneno;
        private string Email;
        private string Designation;
        private string  Address;
        public void Addnonmedicalstaffdata()
        {
            //To do
        }
        public void PrintnonmedicalstaffData()
        {
            //To do
        }
        public void EditnonmedicalData()
        {
            //To do
        }
        public void DeletenonmedicalstaffData()
        {
            //To do
        }

    }
```

UML Diagram:



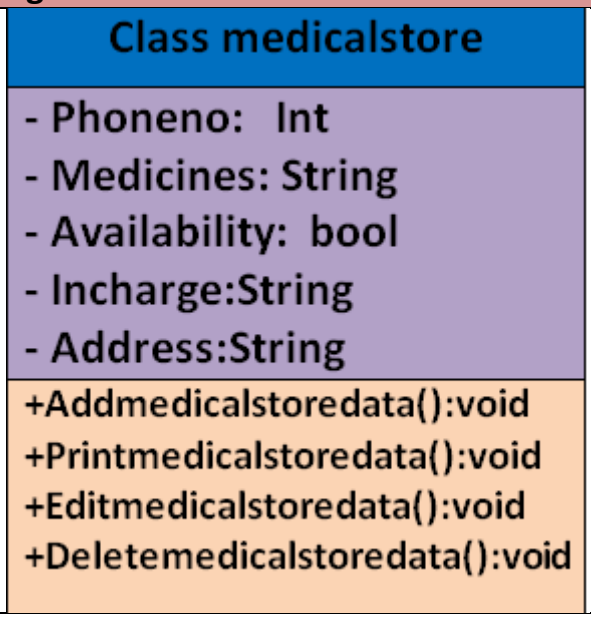
Apollo Class Medical store:

Program:

```
class medicalstore
    {
        private string medicines;
        private int Phoneno;
        private bool Availability;
        private string incharge;
        private string  Address;
        public void Addmedicalstoredata()
        {
            //To do
        }
        public void PrintmedicalstoreData()
        {
            //To do
        }
        public void EditmedicalstoreData()
        {
            //To do
        }
        public void DeletemedicalstoreData()
        {
            //To do
        }

    }
```

UML Diagram:



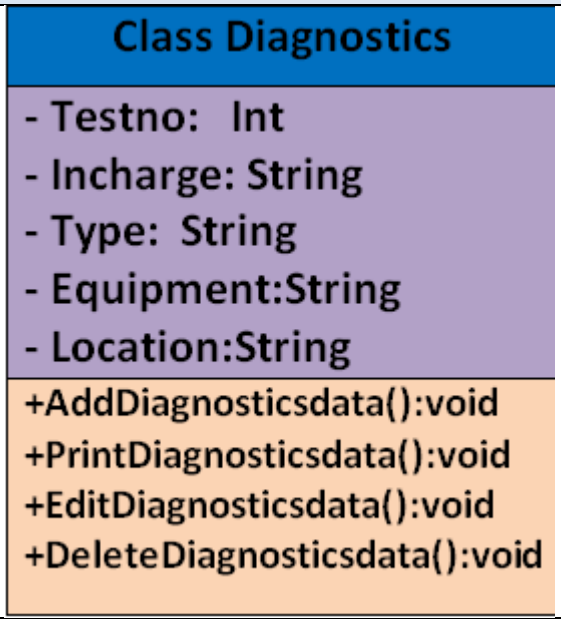
Apollo Class Diagnostics:

Program:

```
class Diagnostics
    {
        private string type;
        private int testsno;
        private string Equipment;
        private string incharge;
        private string  location;
        public void AddDiagnosticsdata()
        {
            //To do
        }
        public void PrintDiagnosticsData()
        {
            //To do
        }
        public void EditDiagnosticsData()
        {
            //To do
        }
        public void DeleteDiagnosticsData()
        {
            //To do
        }

    }
```

UML Diagram:



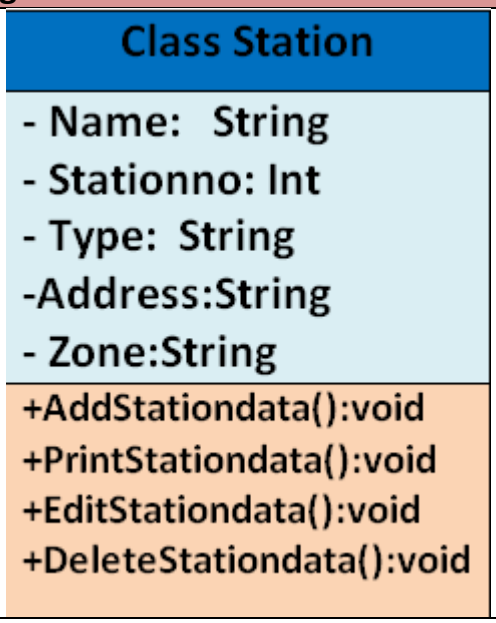
Police station Class

Program:

```
class Station
    {
        private string name;
        private int stationno;
        private string type;
        private string Address;
        private string  Commissionarate;
        private string zone;
        public void AddSationdata()
        {
            //To do
        }
        public void PrintSationData()
        {
            //To do
        }
        public void EditstaionData()
        {
            //To do
        }
        public void DeleteStationData()
        {
            //To do
        }

    }
```

UML Diagram:



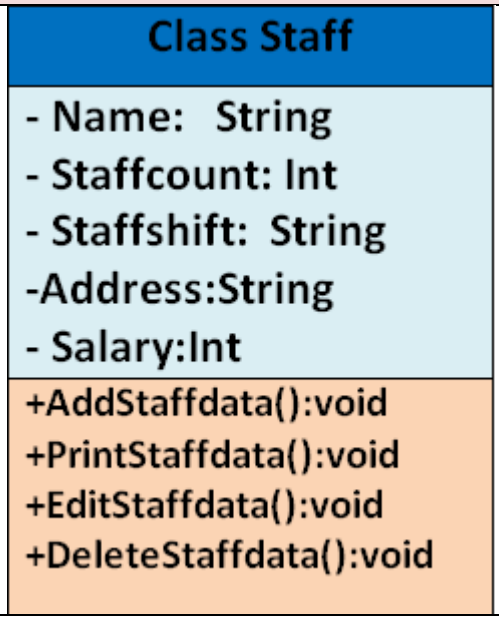
Police Station Class Staff:

Program:

```
class Staff
    {
        private string name;
        private int staffcount;
        private string staffshift;
        private string Address;
        private string  Designation;
        private int salary;
        public void AddStaffdata()
        {
            //To do
        }
        public void PrintStaffData()
        {
            //To do
        }
        public void EditStaffData()
        {
            //To do
        }
        public void DeleteStaffData()
        {
            //To do
        }

    }
```

UML Daigram:



Police Station Class case:

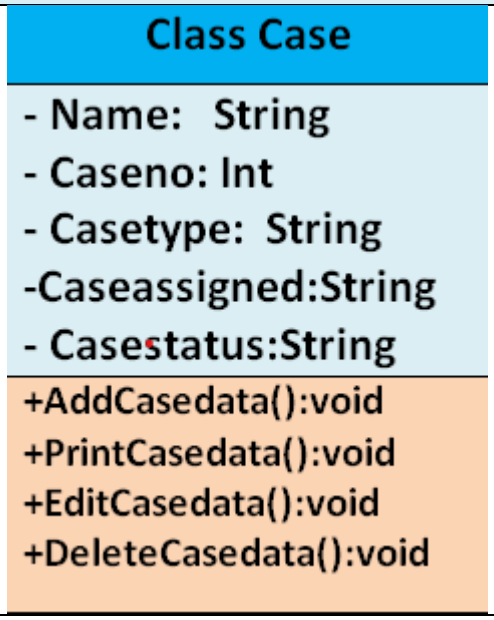
Program:

```
class Case
    {
        private string name;
        private int caseno;
        private string casetype;
        private string caseassigned;
        private string  casestatus;

        public void AddCasedata()
        {
            //To do
        }
        public void PrintCaseData()
        {
            //To do
        }
        public void EditCaseData()
        {
            //To do
        }
        public void DeleteCaseData()
        {
            //To do
        }

    }
```

UML Diagram:



Police Station Class Investigation:

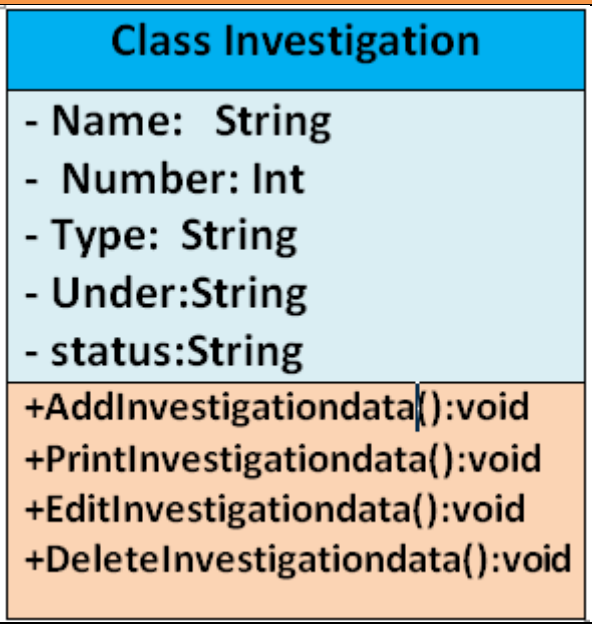
Program:

```
class Investigation
    {
        private string name;
        private int number;
        private string type;
        private string under;
        private string  status;

        public void Addinvestigationdata()
        {
            //To do
        }
        public void PrintinvestigationData()
        {
            //To do
        }
        public void EditinvestigationData()
        {
            //To do
        }
        public void DeleteinvestigationData()
        {
            //To do
        }

    }
```

UML Diagram:



Police Station Class accused:

Program:

```
class Accused
    {
        private string name;
        private int number;
        private string type;
        private int section;
        private string  status;

        public void AddAccuseddata()
        {
            //To do
        }
        public void PrintAccusedData()
        {
            //To do
        }
        public void EditAccusedData()
        {
            //To do
        }
        public void DeleteAccusedData()
        {
            //To do
        }

    }
```

UML Diagram: