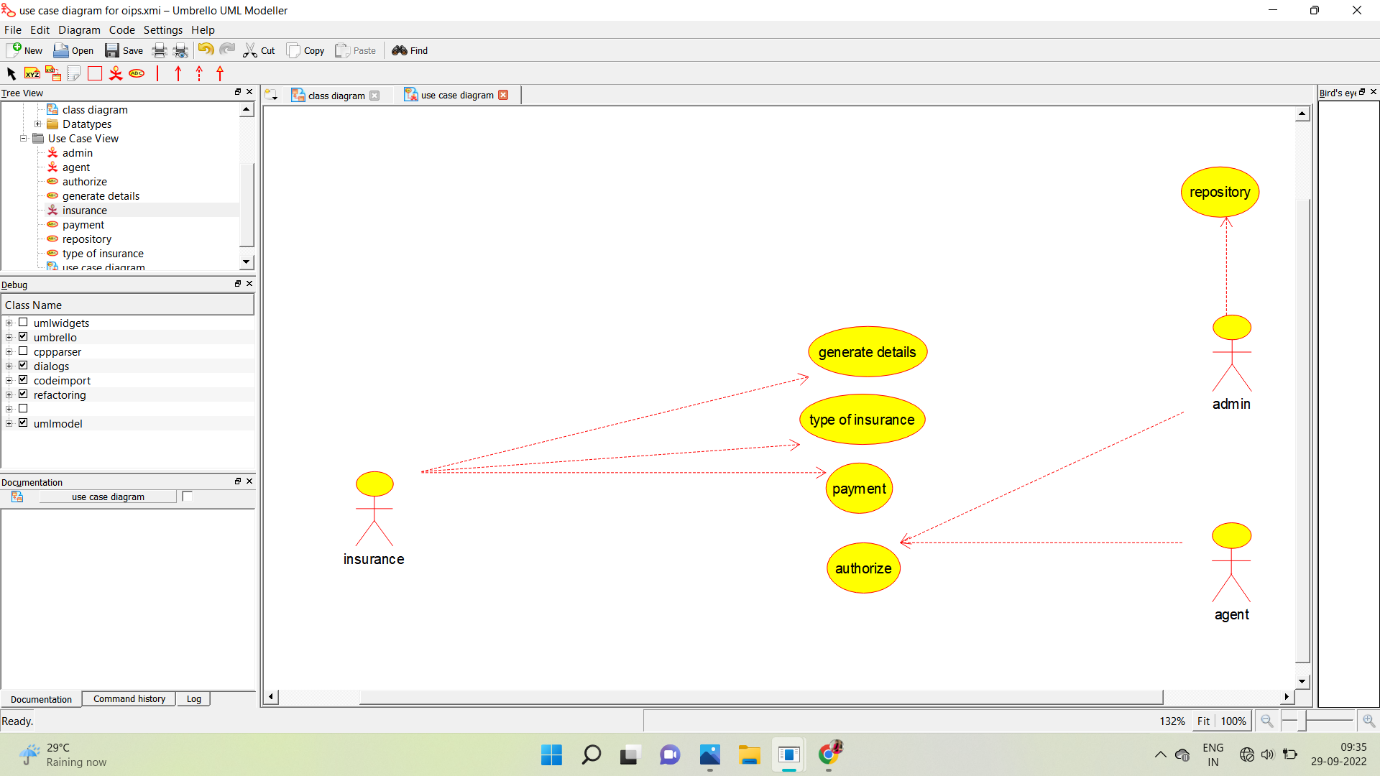
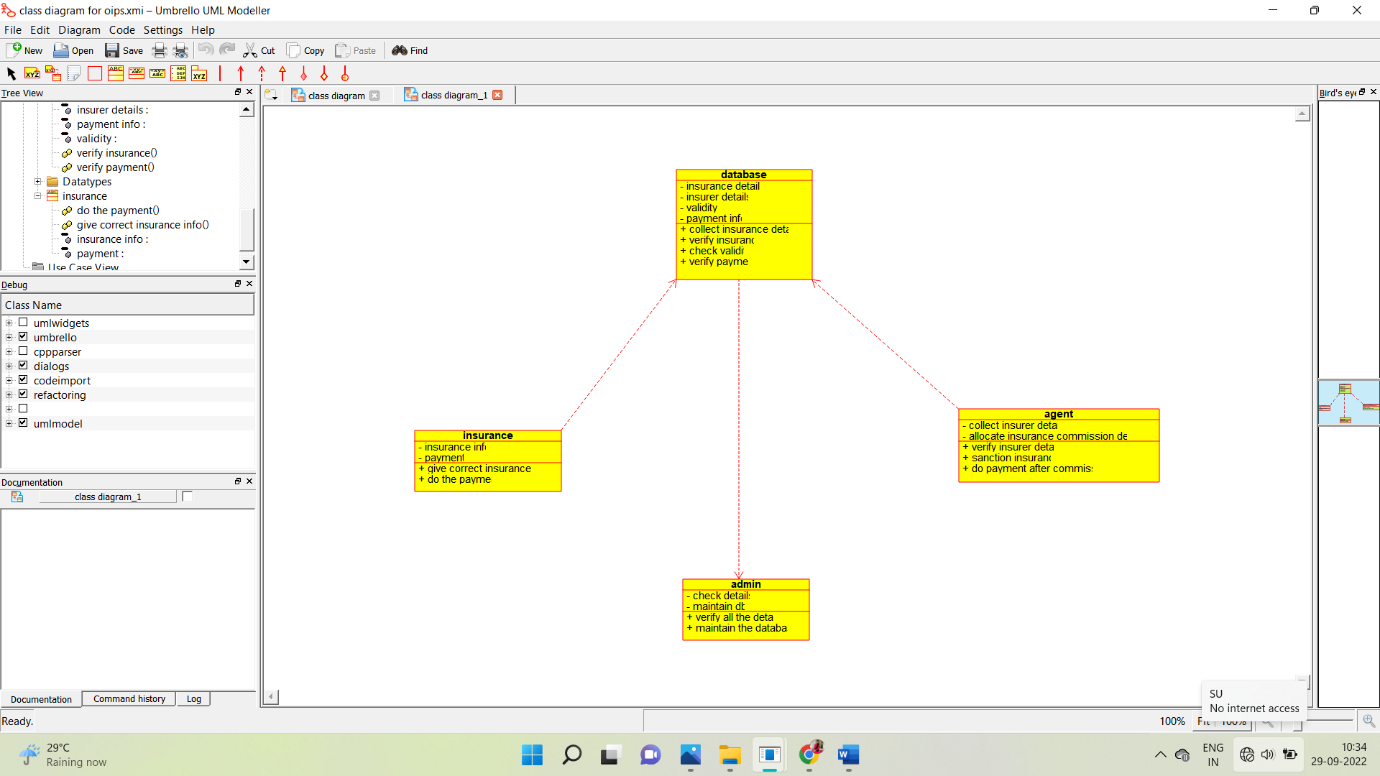
**22.ONLINE INSURANCE PROCESSING SYSTEM**

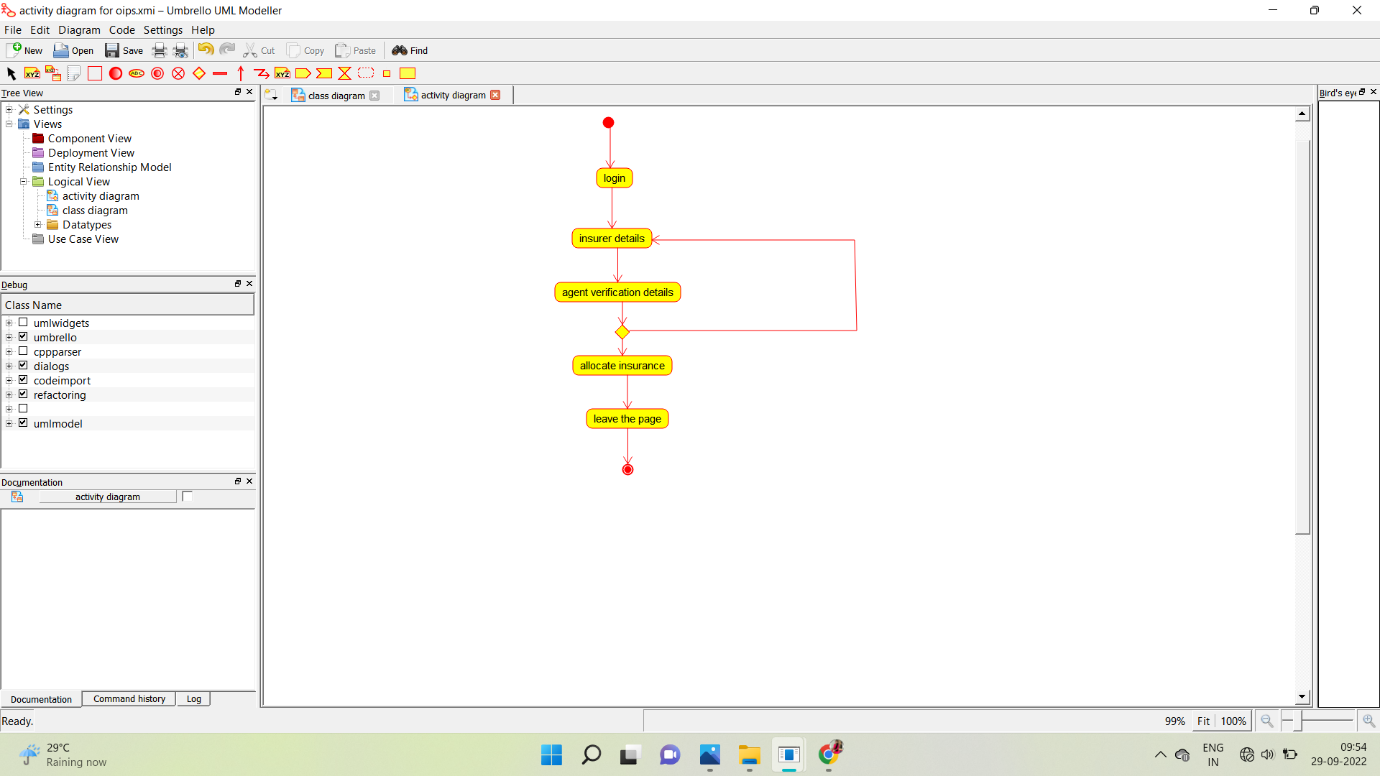
**USECASE DIAGRAM:**



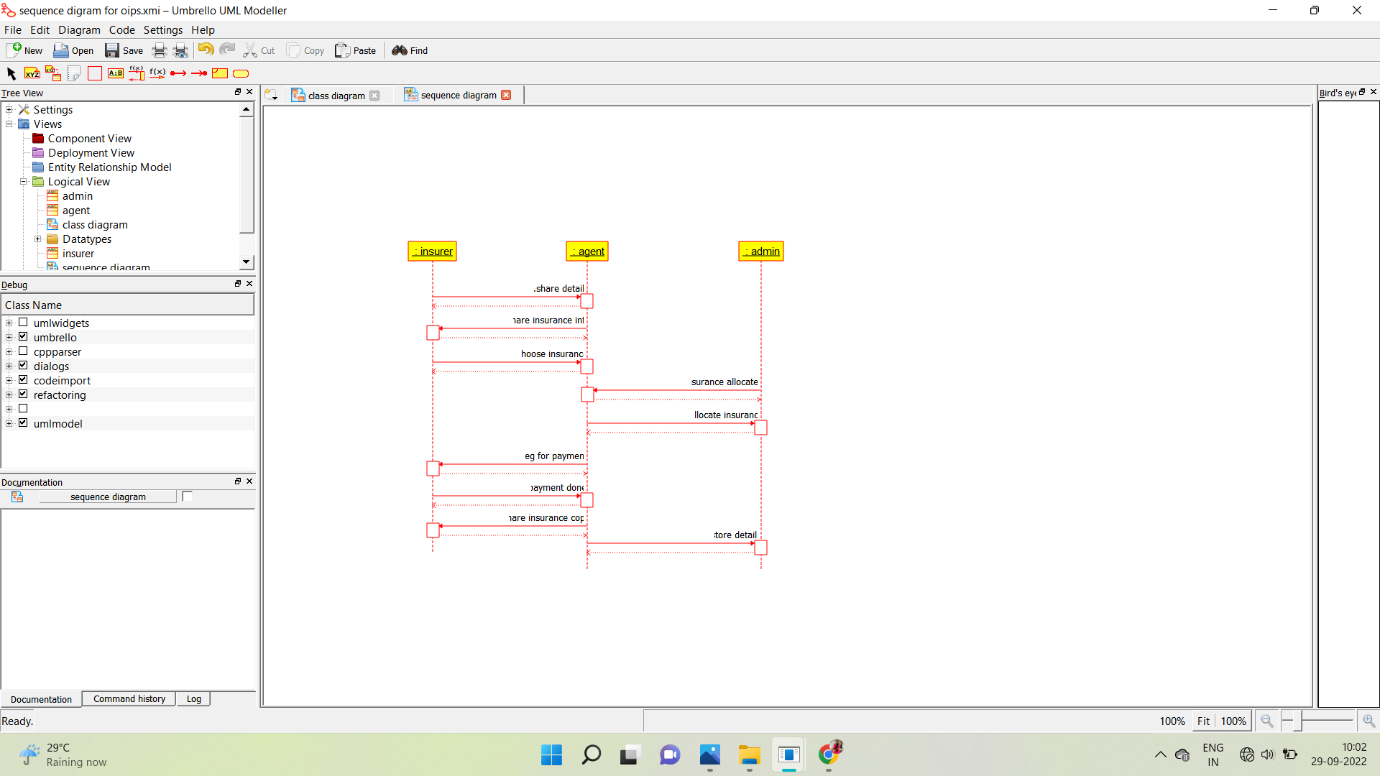
**CLASS DIAGRAM:**



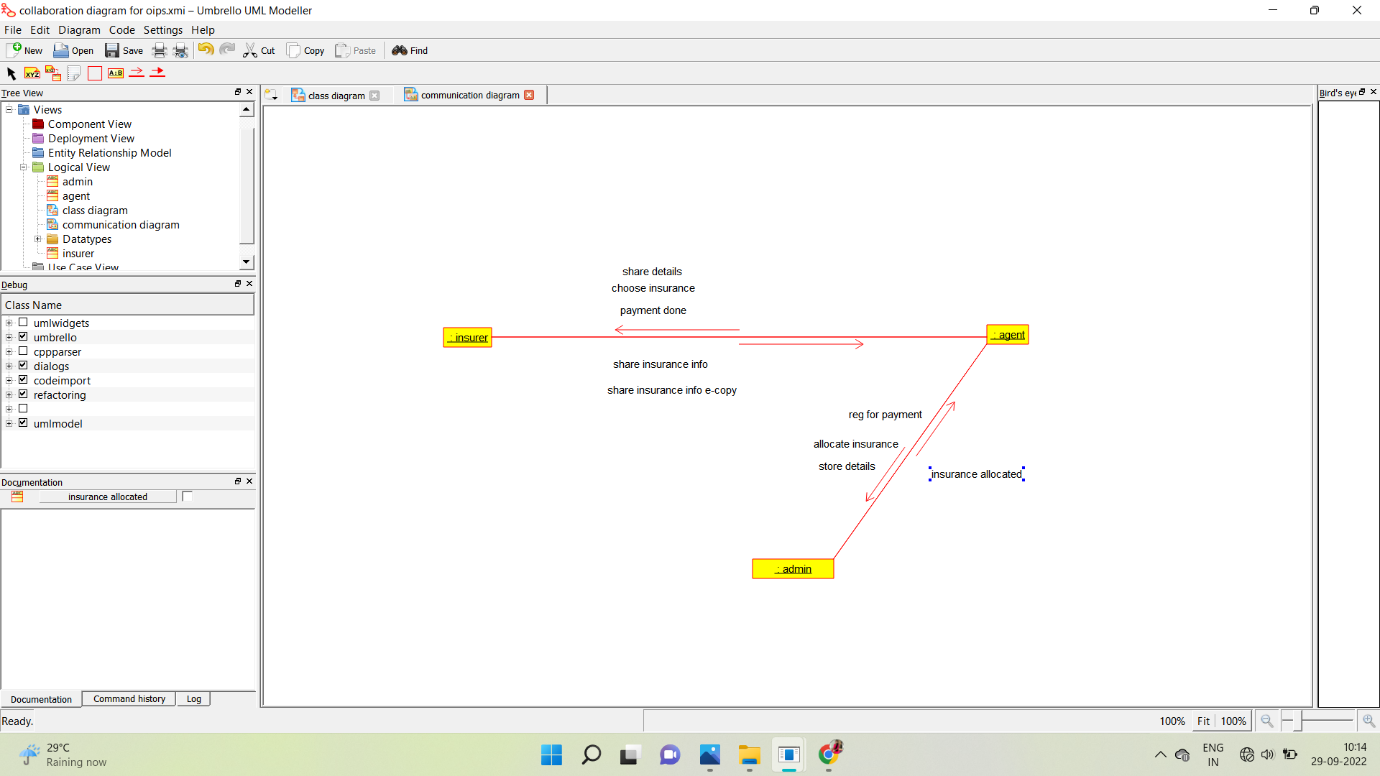
**ACTIVITY DIAGRAM:**



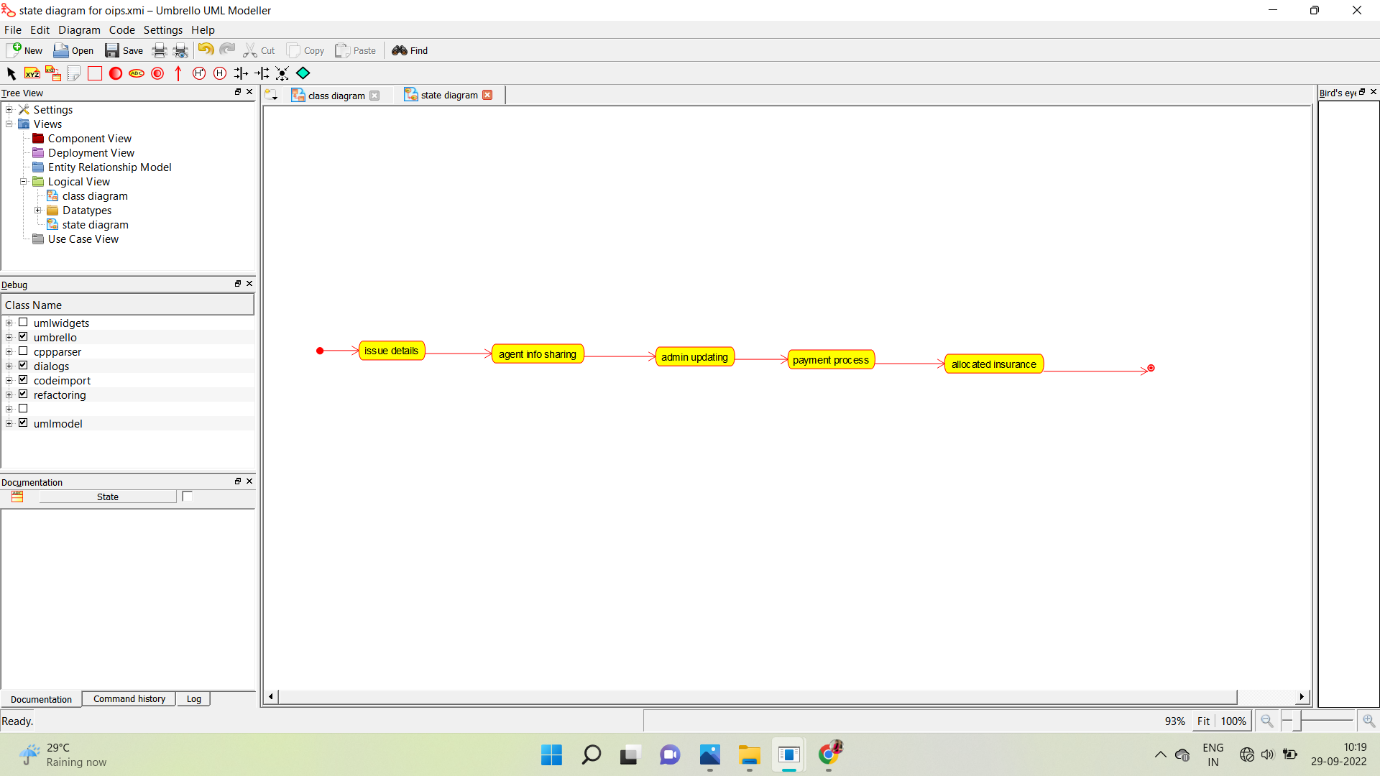
**SEQUENCE DIAGRAM:**



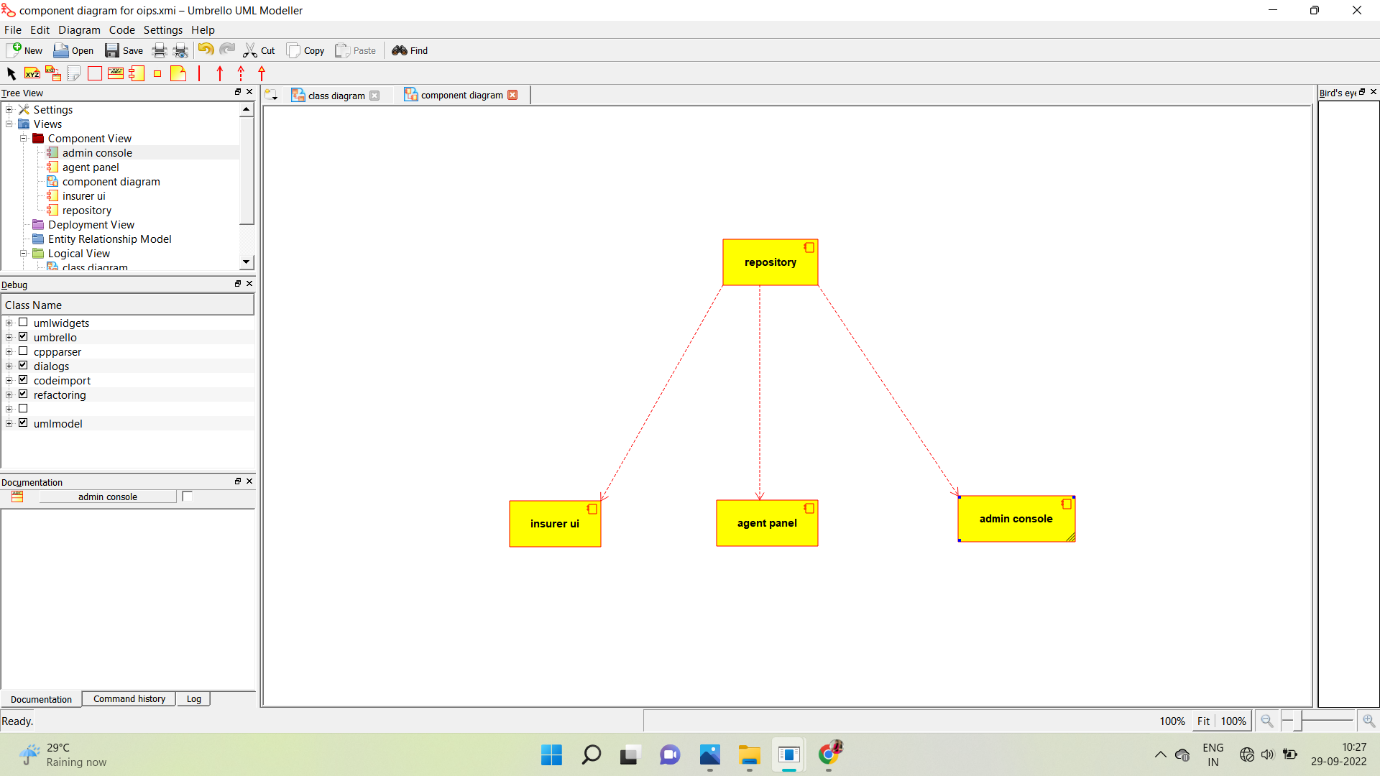
**COLLABORATION DIAGRAM:**



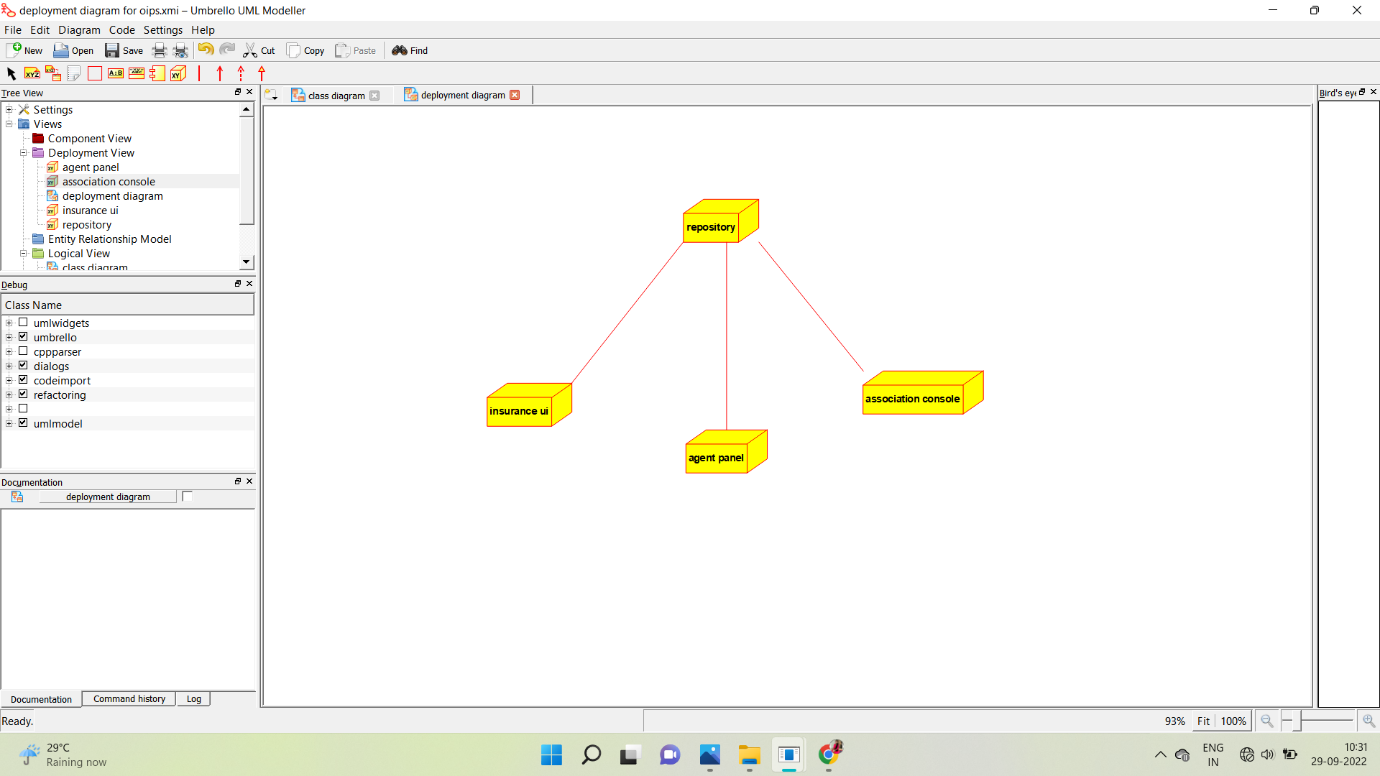
**STATE CHART DIAGRAM:**



**COMPONENT DIAGRAM:**



**DEPLOYMENT DIAGRAM:**



**PROGRAM:**

**/\*\***

**\* Class admin**

**\*/**

**public class admin {**

**//**

**// Fields**

**//**

**private void check\_details;**

**private void maintain\_db;**

**//**

**// Constructors**

**//**

**public admin () { };**

**//**

**// Methods**

**//**

**//**

**// Accessor methods**

**//**

**/\*\***

**\* Set the value of check\_details**

**\* @param newVar the new value of check\_details**

**\*/**

**private void setCheck\_details (void newVar) {**

**check\_details = newVar;**

**}**

**/\*\***

**\* Get the value of check\_details**

**\* @return the value of check\_details**

**\*/**

**private void getCheck\_details () {**

**return check\_details;**

**}**

**/\*\***

**\* Set the value of maintain\_db**

**\* @param newVar the new value of maintain\_db**

**\*/**

**private void setMaintain\_db (void newVar) {**

**maintain\_db = newVar;**

**}**

**/\*\***

**\* Get the value of maintain\_db**

**\* @return the value of maintain\_db**

**\*/**

**private void getMaintain\_db () {**

**return maintain\_db;**

**}**

**//**

**// Other methods**

**//**

**/\*\***

**\*/**

**public void verify\_all\_the\_details()**

**{**

**}**

**/\*\***

**\*/**

**public void maintain\_the\_database()**

**{**

**}**

**}**

**/\*\***

**\* Class agent**

**\*/**

**public class agent {**

**//**

**// Fields**

**//**

**private void collect\_insurer\_details;**

**private void allocate\_insurance\_commission\_details;**

**//**

**// Constructors**

**//**

**public agent () { };**

**//**

**// Methods**

**//**

**//**

**// Accessor methods**

**//**

**/\*\***

**\* Set the value of collect\_insurer\_details**

**\* @param newVar the new value of collect\_insurer\_details**

**\*/**

**private void setCollect\_insurer\_details (void newVar) {**

**collect\_insurer\_details = newVar;**

**}**

**/\*\***

**\* Get the value of collect\_insurer\_details**

**\* @return the value of collect\_insurer\_details**

**\*/**

**private void getCollect\_insurer\_details () {**

**return collect\_insurer\_details;**

**}**

**/\*\***

**\* Set the value of allocate\_insurance\_commission\_details**

**\* @param newVar the new value of allocate\_insurance\_commission\_details**

**\*/**

**private void setAllocate\_insurance\_commission\_details (void newVar) {**

**allocate\_insurance\_commission\_details = newVar;**

**}**

**/\*\***

**\* Get the value of allocate\_insurance\_commission\_details**

**\* @return the value of allocate\_insurance\_commission\_details**

**\*/**

**private void getAllocate\_insurance\_commission\_details () {**

**return allocate\_insurance\_commission\_details;**

**}**

**//**

**// Other methods**

**//**

**/\*\***

**\*/**

**public void verify\_insurer\_details()**

**{**

**}**

**/\*\***

**\*/**

**public void sanction\_insurance()**

**{**

**}**

**/\*\***

**\*/**

**public void do\_payment\_after\_commission()**

**{**

**}**

**}**

**/\*\***

**\* Class database**

**\*/**

**public class database {**

**//**

**// Fields**

**//**

**private void insurance\_details;**

**private void insurer\_details;**

**private void validity;**

**private void payment\_info;**

**//**

**// Constructors**

**//**

**public database () { };**

**//**

**// Methods**

**//**

**//**

**// Accessor methods**

**//**

**/\*\***

**\* Set the value of insurance\_details**

**\* @param newVar the new value of insurance\_details**

**\*/**

**private void setInsurance\_details (void newVar) {**

**insurance\_details = newVar;**

**}**

**/\*\***

**\* Get the value of insurance\_details**

**\* @return the value of insurance\_details**

**\*/**

**private void getInsurance\_details () {**

**return insurance\_details;**

**}**

**/\*\***

**\* Set the value of insurer\_details**

**\* @param newVar the new value of insurer\_details**

**\*/**

**private void setInsurer\_details (void newVar) {**

**insurer\_details = newVar;**

**}**

**/\*\***

**\* Get the value of insurer\_details**

**\* @return the value of insurer\_details**

**\*/**

**private void getInsurer\_details () {**

**return insurer\_details;**

**}**

**/\*\***

**\* Set the value of validity**

**\* @param newVar the new value of validity**

**\*/**

**private void setValidity (void newVar) {**

**validity = newVar;**

**}**

**/\*\***

**\* Get the value of validity**

**\* @return the value of validity**

**\*/**

**private void getValidity () {**

**return validity;**

**}**

**/\*\***

**\* Set the value of payment\_info**

**\* @param newVar the new value of payment\_info**

**\*/**

**private void setPayment\_info (void newVar) {**

**payment\_info = newVar;**

**}**

**/\*\***

**\* Get the value of payment\_info**

**\* @return the value of payment\_info**

**\*/**

**private void getPayment\_info () {**

**return payment\_info;**

**}**

**//**

**// Other methods**

**//**

**/\*\***

**\*/**

**public void collect\_insurance\_details()**

**{**

**}**

**/\*\***

**\*/**

**public void verify\_insurance()**

**{**

**}**

**/\*\***

**\*/**

**public void check\_validity()**

**{**

**}**

**/\*\***

**\*/**

**public void verify\_payment()**

**{**

**}**

**}**

**/\*\***

**\* Class insurance**

**\*/**

**public class insurance {**

**//**

**// Fields**

**//**

**private void insurance\_info;**

**private void payment;**

**//**

**// Constructors**

**//**

**public insurance () { };**

**//**

**// Methods**

**//**

**//**

**// Accessor methods**

**//**

**/\*\***

**\* Set the value of insurance\_info**

**\* @param newVar the new value of insurance\_info**

**\*/**

**private void setInsurance\_info (void newVar) {**

**insurance\_info = newVar;**

**}**

**/\*\***

**\* Get the value of insurance\_info**

**\* @return the value of insurance\_info**

**\*/**

**private void getInsurance\_info () {**

**return insurance\_info;**

**}**

**/\*\***

**\* Set the value of payment**

**\* @param newVar the new value of payment**

**\*/**

**private void setPayment (void newVar) {**

**payment = newVar;**

**}**

**/\*\***

**\* Get the value of payment**

**\* @return the value of payment**

**\*/**

**private void getPayment () {**

**return payment;**

**}**

**//**

**// Other methods**

**//**

**/\*\***

**\*/**

**public void give\_correct\_insurance\_info()**

**{**

**}**

**/\*\***

**\*/**

**public void do\_the\_payment()**

**{**

**}**

**}**