

CUSTOMER

/\*\*

\* Class customer1

\*/

public class customer1 {

//

// Fields

//

private void name;

private void purchase\_product;

//

// Constructors

//

public customer1 () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

private void setName (void newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

private void getName () {

return name;

}

/\*\*

\* Set the value of purchase\_product

\* @param newVar the new value of purchase\_product

\*/

private void setPurchase\_product (void newVar) {

purchase\_product = newVar;

}

/\*\*

\* Get the value of purchase\_product

\* @return the value of purchase\_product

\*/

private void getPurchase\_product () {

return purchase\_product;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

}

/\*\*

\*/

public void feedback()

{

}

/\*\*

\*/

public void customer()

{

}

}

DEALER

/\*\*

\* Class dealer

\*/

public class dealer {

//

// Fields

//

private void name;

private void avaiolability;

//

// Constructors

//

public dealer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

private void setName (void newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

private void getName () {

return name;

}

/\*\*

\* Set the value of avaiolability

\* @param newVar the new value of avaiolability

\*/

private void setAvaiolability (void newVar) {

avaiolability = newVar;

}

/\*\*

\* Get the value of avaiolability

\* @return the value of avaiolability

\*/

private void getAvaiolability () {

return avaiolability;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

}

/\*\*

\*/

public void delivery()

{

}

/\*\*

\*/

public void dealer()

{

}

}

CENTRAL SYSTEM

/\*\*

\* Class central\_system\_1

\*/

public class central\_system\_1 {

//

// Fields

//

private void store;

private void update;

//

// Constructors

//

public central\_system\_1 () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store

\* @param newVar the new value of store

\*/

private void setStore (void newVar) {

store = newVar;

}

/\*\*

\* Get the value of store

\* @return the value of store

\*/

private void getStore () {

return store;

}

/\*\*

\* Set the value of update

\* @param newVar the new value of update

\*/

private void setUpdate (void newVar) {

update = newVar;

}

/\*\*

\* Get the value of update

\* @return the value of update

\*/

private void getUpdate () {

return update;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating()

{

}

/\*\*

\*/

public void processing()

{

}

}

