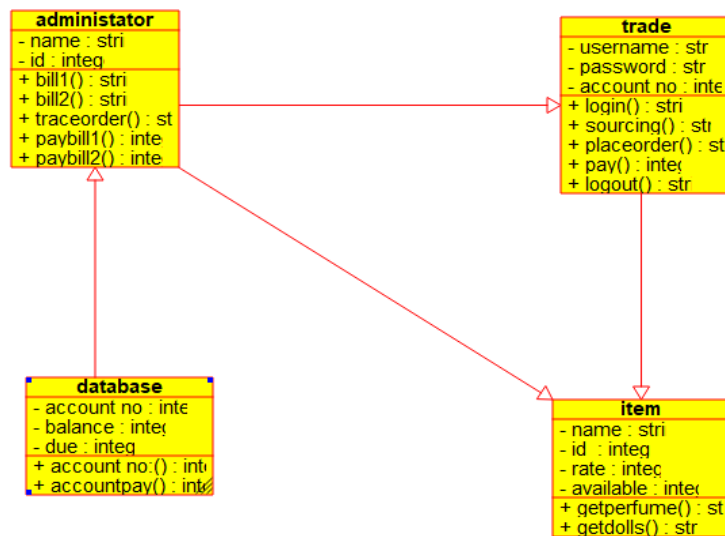
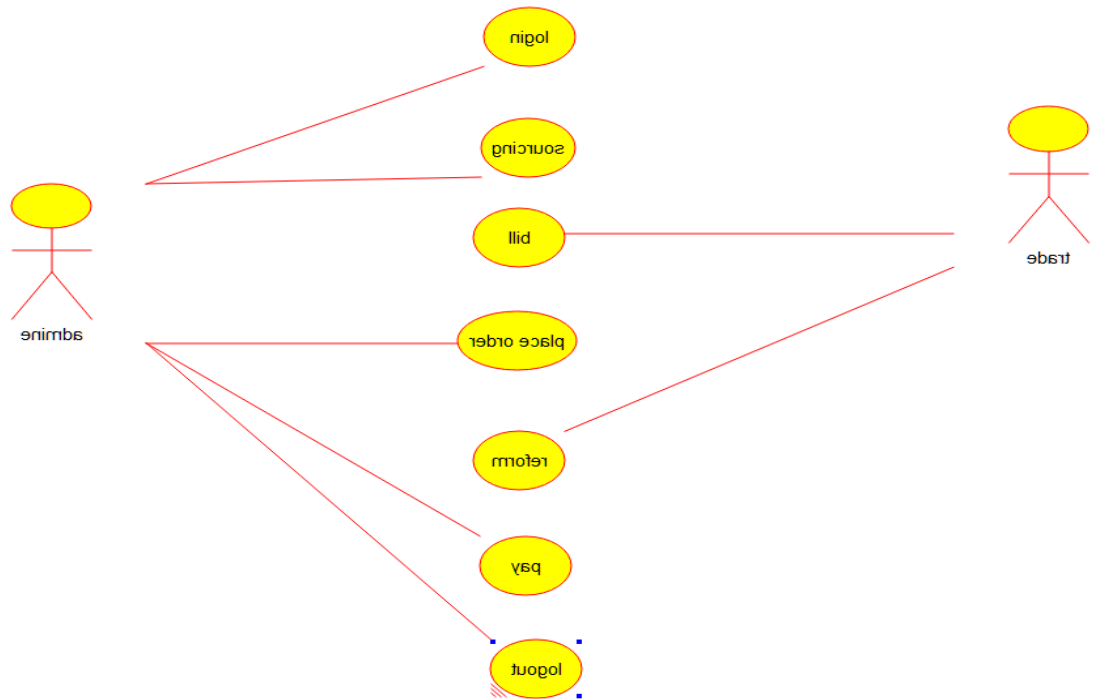


# FORIGEN TRADE SYSTEM:

## CLASS DIAGRAM



## USECASE DIAGRAM:



## CODING:

```
#ifndef ADMINISTRATOR_H
#define ADMINISTRATOR_H
#include "trade.h"
#include "item.h"
#include <string>
/**
```

```

* class administator
*
*/
class administator : public trade, public item
{
public:
    // Constructors/Destructors
    //
    /**
     * Empty Constructor
     */
    administator ();
    /**
     * Empty Destructor
     */
    virtual ~administator ();
    // Static Public attributes
    //
    // Public attributes
    //
    // Public attribute accessor methods
    //
    // Public attribute accessor methods
    //
    /**
     * @return string

```

```
*/  
string bill1 ()  
{  
}  
/**  
 * @return string  
 */  
string bill2 ()  
{  
}  
/**  
 * @return string  
 */  
string traceorder ()  
{  
}  
/**  
 * @return integer  
 */  
integer paybill1 ()  
{  
}  
/**  
 * @return integer  
 */  
integer paybill2 ()
```

```
{  
}
```

protected:

```
// Static Protected attributes  
  
//  
// Protected attributes  
  
//
```

public:

```
// Protected attribute accessor methods  
  
//
```

protected:

public:

```
// Protected attribute accessor methods  
  
//
```

protected:

private:

```
// Static Private attributes  
  
//  
// Private attributes  
  
//
```

string name;

integer id;

public:

```
// Private attribute accessor methods  
  
//
```

private:

public:

```
// Private attribute accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of name
```

```
 * @param new_var the new value of name
```

```
 */
```

```
void setName (string new_var) {
```

```
    name = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of name
```

```
 * @return the value of name
```

```
 */
```

```
string getName () {
```

```
    return name;
```

```
}
```

```
/**
```

```
 * Set the value of id
```

```
 * @param new_var the new value of id
```

```
 */
```

```
void setId (integer new_var) {
```

```
    id = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of id
```

```
* @return the value of id
*/
integer getId () {
    return id;
}

private:
    void initAttributes ();
};

#endif // ADMINISTATOR_H
```