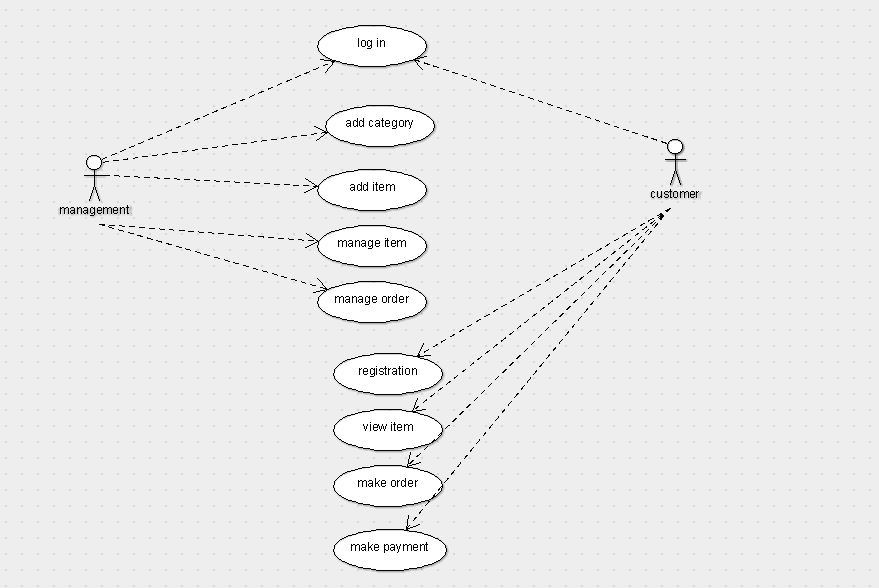
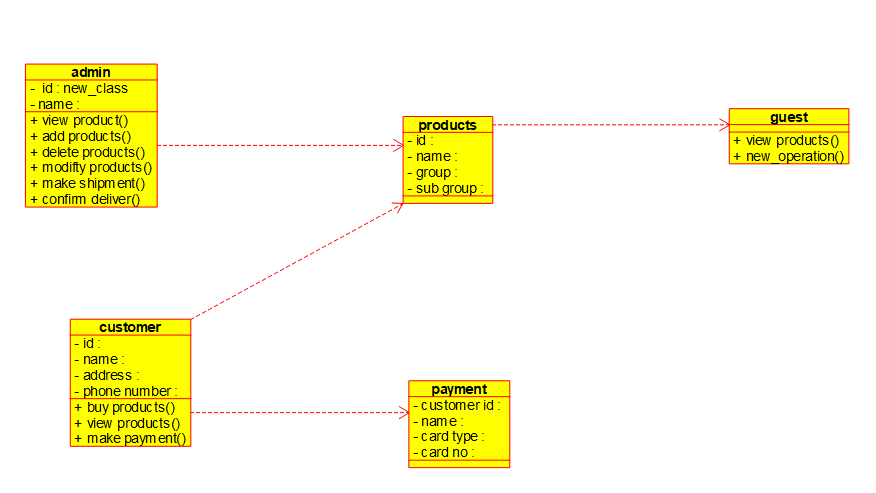
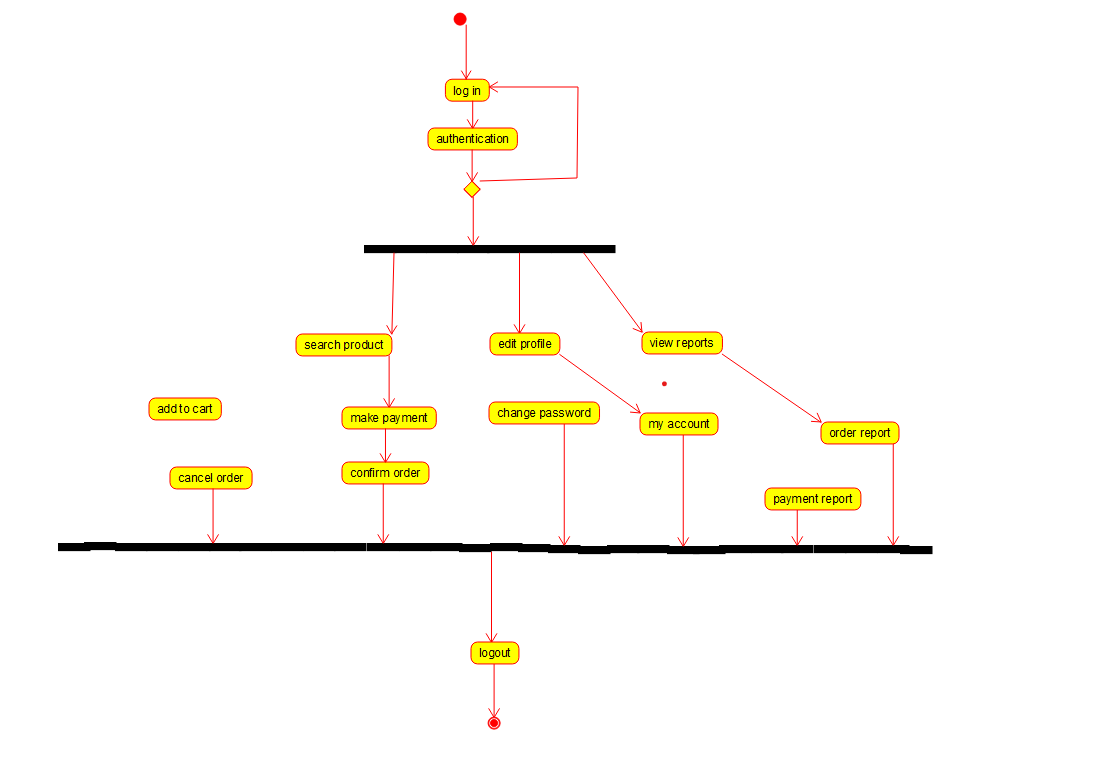
online shopping system unified modelling language uml diagram

use case diagram of online shopping system

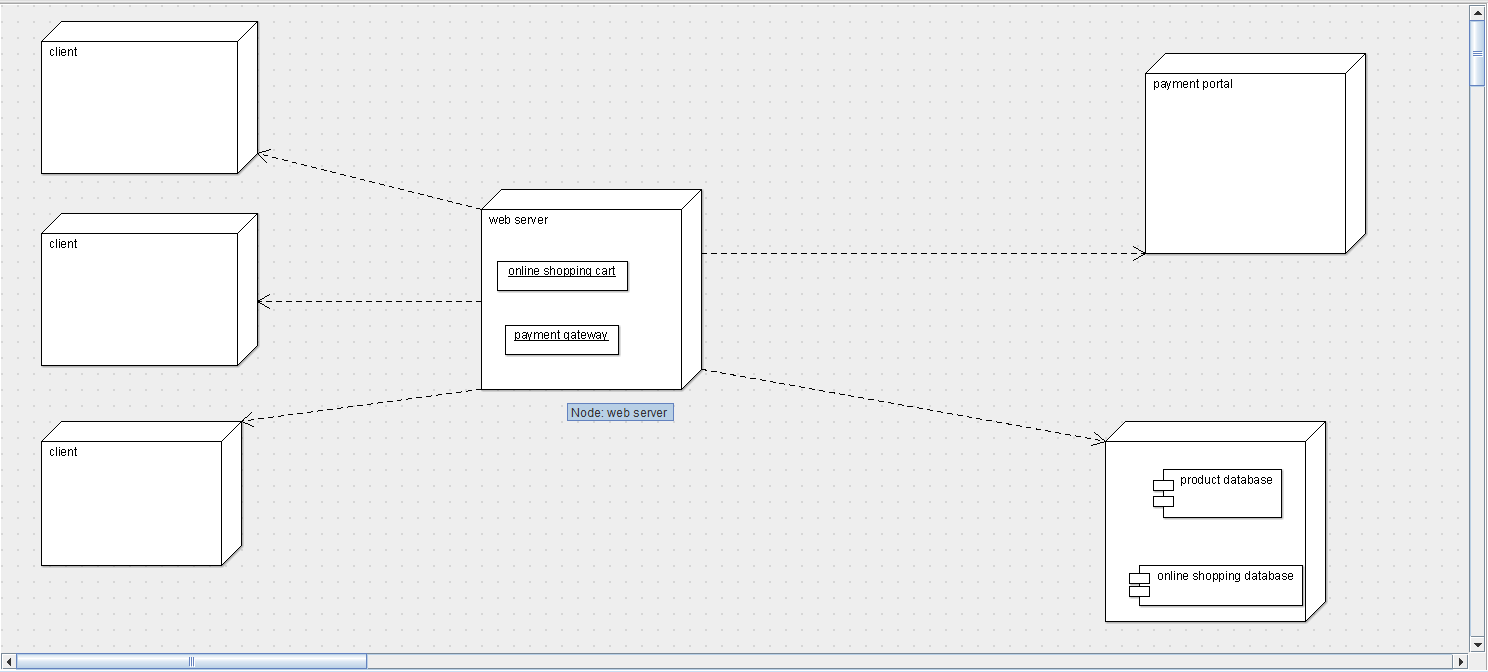


Class diagram of online shopping system

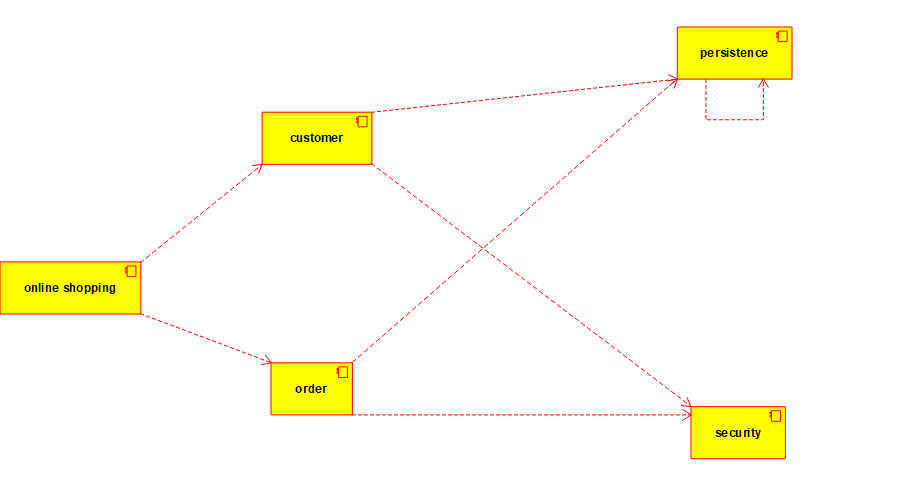
Activity diagram of online shopping system



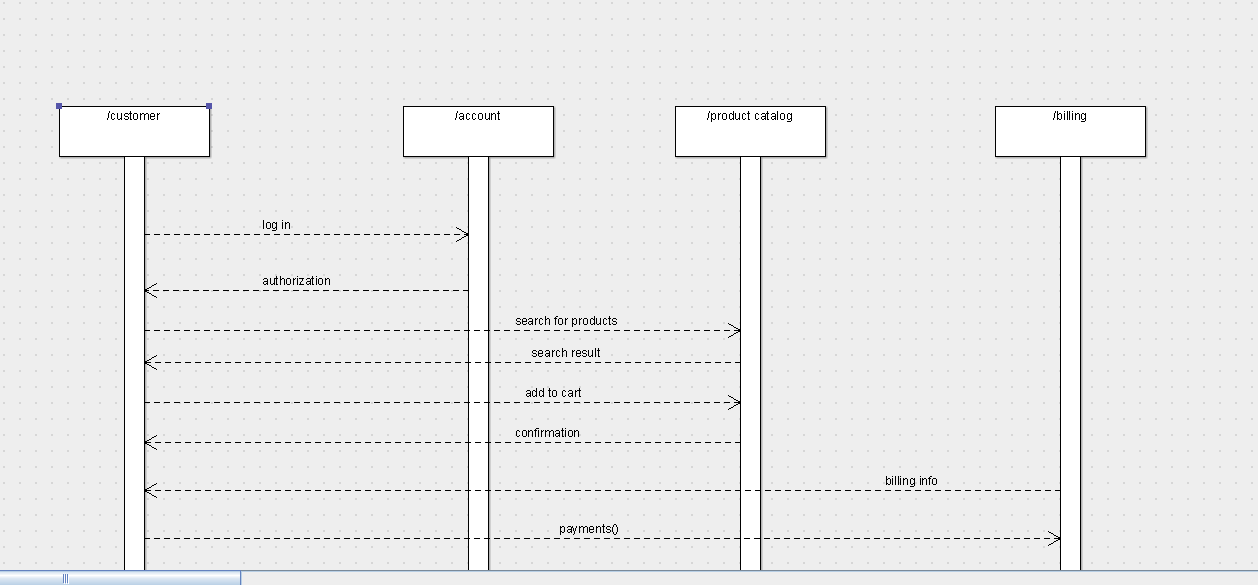
Deployment diagram of online shopping system



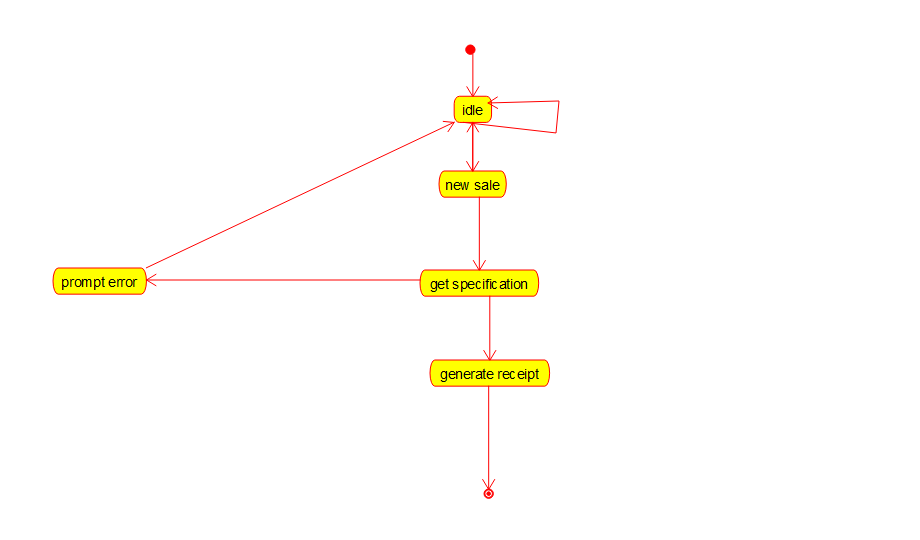
Component diagram of online shopping system



Sequence diagram of online shopping system



State chart diagram of online shopping system



Coding for online shopping system

Admin code

/\*\*

\* Class admin

\*/

public class admin {

//

// Fields

//

private void id;

private void name;

//

// Constructors

//

public admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of id

\* @param newVar the new value of id

\*/

private void setId (void newVar) {

id = newVar;

}

/\*\*

\* Get the value of id

\* @return the value of id

\*/

private void getId () {

return id;

}

/\*\*

\* 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;

}

//

// Other methods

//

/\*\*

\*/

public void view\_product()

{

}

/\*\*

\*/

public void add\_products()

{

}

/\*\*

\*/

public void delete\_products()

{

}

/\*\*

\*/

public void modify\_products()

{

}

/\*\*

\*/

public void make\_shipment()

{

}

/\*\*

\*/

public void comfirm\_deliver()

{

}

Customer code :-

/\*\*

\* Class admin

\*/

public class admin {

//

// Fields

//

private void id;

private void name;

//

// Constructors

//

public admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of id

\* @param newVar the new value of id

\*/

private void setId (void newVar) {

id = newVar;

}

/\*\*

\* Get the value of id

\* @return the value of id

\*/

private void getId () {

return id;

}

/\*\*

\* 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;

}

//

// Other methods

//

/\*\*

\*/

public void view\_product()

{

}

/\*\*

\*/

public void add\_products()

{

}

/\*\*

\*/

public void delete\_products()

{

}

/\*\*

\*/

public void modify\_products()

{

}

/\*\*

\*/

public void make\_shipment()

{

}

/\*\*

\*/

public void comfirm\_deliver()

{

}

Guest code

/\*\*

\* Class guest

\*/

public class guest {

//

// Fields

//

//

// Constructors

//

public guest () { };

//

// Methods

//

//

// Accessor methods

//

//

// Other methods

//

/\*\*

\*/

public void view\_products()

{

}

/\*\*

\*/

public void new\_operation()

{

}

}

Payment code

/\*\*

\* Class payment

\*/

public class payment {

//

// Fields

//

private void customer\_id;

private void name;

private void card\_type;

private void card\_no;

//

// Constructors

//

public payment () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of customer\_id

\* @param newVar the new value of customer\_id

\*/

private void setCustomer\_id (void newVar) {

customer\_id = newVar;

}

/\*\*

\* Get the value of customer\_id

\* @return the value of customer\_id

\*/

private void getCustomer\_id () {

return customer\_id;

}

/\*\*

\* 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 card\_type

\* @param newVar the new value of card\_type

\*/

private void setCard\_type (void newVar) {

card\_type = newVar;

}

/\*\*

\* Get the value of card\_type

\* @return the value of card\_type

\*/

private void getCard\_type () {

return card\_type;

}

/\*\*

\* Set the value of card\_no

\* @param newVar the new value of card\_no

\*/

private void setCard\_no (void newVar) {

card\_no = newVar;

}

/\*\*

\* Get the value of card\_no

\* @return the value of card\_no

\*/

private void getCard\_no () {

return card\_no;

}

//

// Other methods

//

}

Payment code

/\*\*

\* Class products

\*/

public class products {

//

// Fields

//

private void id;

private void name;

private void group;

private void sub\_group;

//

// Constructors

//

public products () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of id

\* @param newVar the new value of id

\*/

private void setId (void newVar) {

id = newVar;

}

/\*\*

\* Get the value of id

\* @return the value of id

\*/

private void getId () {

return id;

}

/\*\*

\* 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 group

\* @param newVar the new value of group

\*/

private void setGroup (void newVar) {

group = newVar;

}

/\*\*

\* Get the value of group

\* @return the value of group

\*/

private void getGroup () {

return group;

}

/\*\*

\* Set the value of sub\_group

\* @param newVar the new value of sub\_group

\*/

private void setSub\_group (void newVar) {

sub\_group = newVar;

}

/\*\*

\* Get the value of sub\_group

\* @return the value of sub\_group

\*/

private void getSub\_group () {

return sub\_group;

}

//

// Other methods

//

}