Encapsulation and UML Diagrams

By

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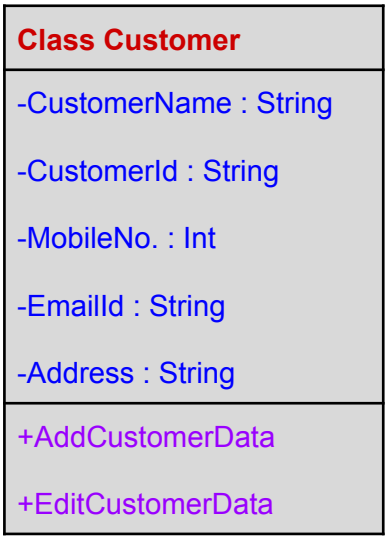
Amazon

Customer Class
Code

```
Class Customer
  {
      private string CustomerName;
      private string CustomerId;
      private int MobileNo;
      private string EmailId;
      private string Address;

      public void AddCustomerData()
      {
         // ToDo
      }
      public void EditCustomerData()
      {
         // ToDo
      }
      public void DeleteCustomerData()
      {
         // ToDo
      }
      public void DisplayCustomerData()
      {
         // ToDo
      }
  }
```

UML Diagram :



+DeleteCustomerData

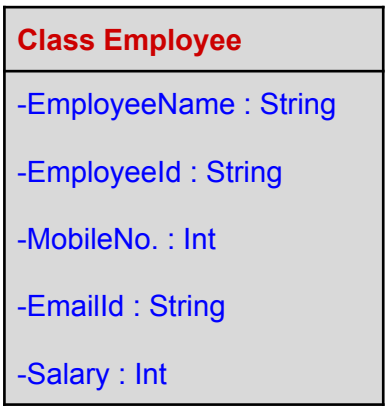
+DisplayCustomerData

Employee Class
Code

```
Class Employee
  {
      private string EmployeeName;
      private string EmployeeId;
      private int MobileNo;
      private string EmailId;
      private int Salary;

      public void AddEmployeeData()
      {
         // ToDo
      }
      public void EditEmployeeData()
      {
         // ToDo
      }
      public void DeleteEmployeeData()
      {
         // ToDo
      }
      public void DisplayEmployeeData()
      {
         // ToDo
      }
  }
```

UML Diagram :



+AddEmployeeData

+EditEmployeeData

+DeleteEmployeeData

+DisplayEmployeeData

Product Class
Code

```
Class Product
  {
      private string ProductName;
      private int Price;
      private string ProductDetails;
      private int Reviews;
      private string Brand;

      public void AddProductData()
      {
          // ToDo
      }
      public void EditProductData()
      {
          // ToDo
      }
      public void DeleteProductData()
      {
          // ToDo
      }
      public void DisplayProductData()
      {
          // ToDo
      }
  }
```

UML Diagram :

Class Products

-ProductName : String

-Price : Int

-ProductDetails : String

-Reviews : Int

-Brand : String
+AddProductData +EditProductData +DeleteProductData +DisplayProductData

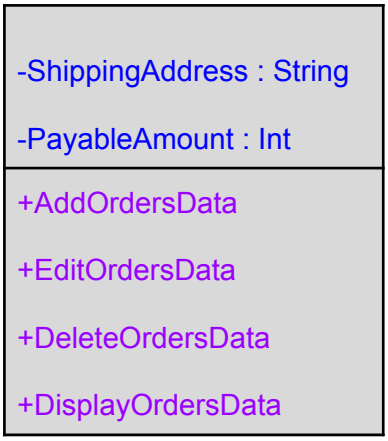
Orders Class
Code

```
Class Orders
  {
      private string OrderName;
      private int OrderId;
      private string OrderDetails;
      private string ShippingAddress;
      private int PayableAmount;

      public void AddOrdersData()
      {
         // ToDo
      }
      public void EditOrdersData()
      {
         // ToDo
      }
      public void DeleteOrdersData()
      {
         // ToDo
      }
      public void DisplayOrdersData()
      {
         // ToDo
      }
  }
```

UML Diagram :

Class Orders
-OrderName : String -OrderId : Int -OrderDetails : String



Seller Class

Code

```
Class Seller
  {
      private string SellerName;
      private string SellerId;
      private int MobileNo;
      private string EmailId;
      private string SellerProducts;

      public void AddSellerData()
      {
         // ToDo
      }
      public void EditSellerData()
      {
         // ToDo
      }
      public void DeleteSellerData()
      {
         // ToDo
      }
      public void DisplaySellerData()
      {
         // ToDo
      }
  }
```

UML Code :


-SellerId : String
-MobileNo. : Int
-EmailId : String
-SellerProducts : String
+AddSellerData
+EditSellerData
+DeleteSellerData
+DisplaySellerData

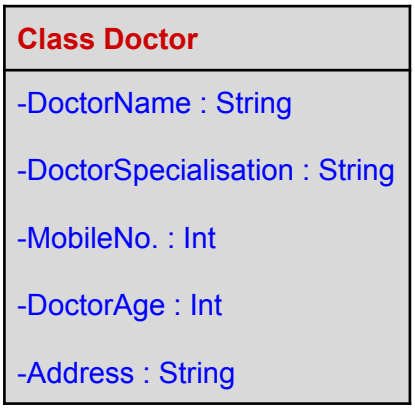
Apollo Hospital

Doctor Class
Code

```
Class Doctor
  {
      private string DoctorName;
      private string DoctorSpecialisation;
      private int MobileNo;
      private int DoctorAge;
      private string Address;

      public void AddDoctorData()
      {
         // ToDo
      }
      public void EditDoctorData()
      {
         // ToDo
      }
      public void DeleteDoctorData()
      {
         // ToDo
      }
      public void DisplayDoctorData()
      {
         // ToDo
      }
  }
```

UML Code :



+AddDoctorData

+EditDoctorData

+DeleteDoctorData

+DisplayDoctorData

Patient Class
Code

```
Class Patient
  {
      private string PatientName;
      private int PatientSlNo.;
      private int MobileNo;
      private string PatientDisease;
      private string Address;
      private int Age;

      public void AddPatientData()
      {
         // ToDo
      }
      public void EditPatientData()
      {
         // ToDo
      }
      public void DeletePatientData()
      {
         // ToDo
      }
      public void DisplayPatientData()
      {
         // ToDo
      }
  }
```

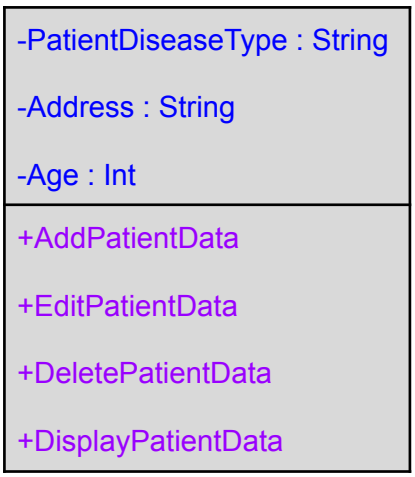
UML Code :

Class Patient

-PatientName : String

-PatientSlNo. : Int

-MobileNo. : Int

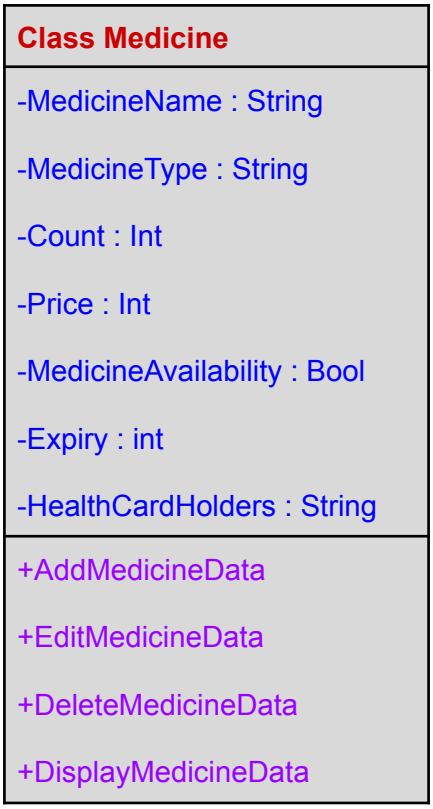


Medicine Class
Code

```
Class Medicine
  {
      private string MedicineName;
      private string MedicineType;
      private int Count;
      private int Price;
      private bool MedicineAvailability;
      private int Expiry;
      private string HealthCardHolders;

      public void AddMedicineData()
      {
          // ToDo
      }
      public void EditMedicineData()
      {
          // ToDo
      }
      public void DeleteMedicineData()
      {
          // ToDo
      }
      public void DisplayMedicineData()
      {
          // ToDo
      }
  }
```

UML Code :



Equipment Class

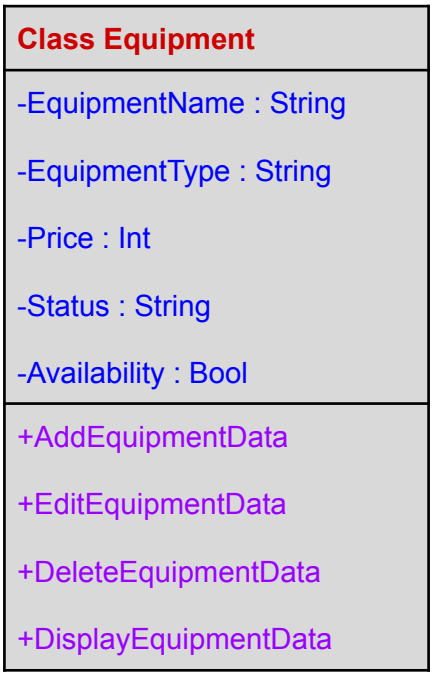
Code

```
Class Equipment
  {
      private string EquipmentName;
      private string EquipmentType;
      private int Price;
      private string Status;
      private bool Availability;

      public void AddEquipmentData()
      {
          // ToDo
      }
      public void EditEquipmentData()
      {
          // ToDo
      }
      public void DeleteEquipmentData()
      {
          // ToDo
      }
      public void DisplayEquipmentData()
      {
          // ToDo
```

```
    }
  }
```

UML Code :



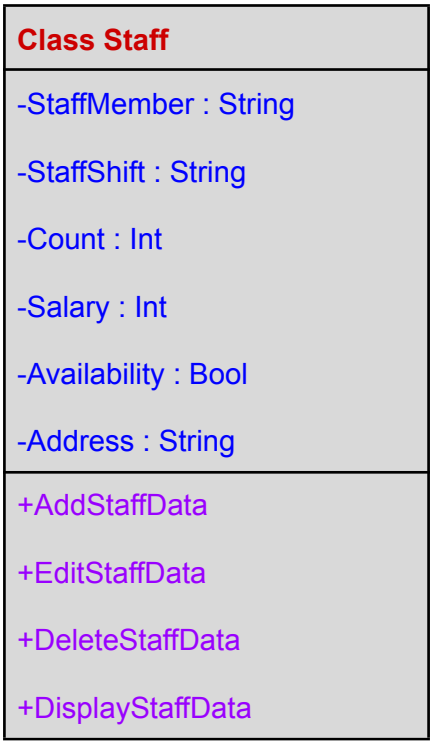
Staff Class

Code

```
Class Staff
  {
      private string StaffMember;
      private string StaffShift;
      private int Count;
      private int Salary;
      private bool Availability;
      private string Address;

      public void AddStaffData()
      {
          // ToDo
      }
      public void EditStaffData()
      {
          // ToDo
      }
      public void DeleteStaffData()
      {
          // ToDo
```

```
    }
    public void DisplayStaffData()
    {
        // ToDo
    }
}
```



Police Station

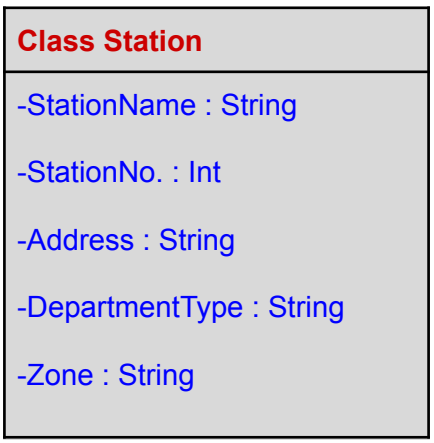
Station Class

Code

```
Class Station
  {
      private string StationName;
      private int StationNo.;
      private string Address;
      private string DepartmentType;
      private string Zone;
      private string StationLimits;

      public void AddStationData()
      {
         // ToDo
      }
      public void EditStationData()
      {
         // ToDo
      }
      public void DeleteStationData()
      {
         // ToDo
      }
      public void DisplayStationData()
      {
         // ToDo
      }
  }
```

UML Code :



-StationLimits : String
+AddStationData +EditStationData +DeleteStationData +DisplayStationData

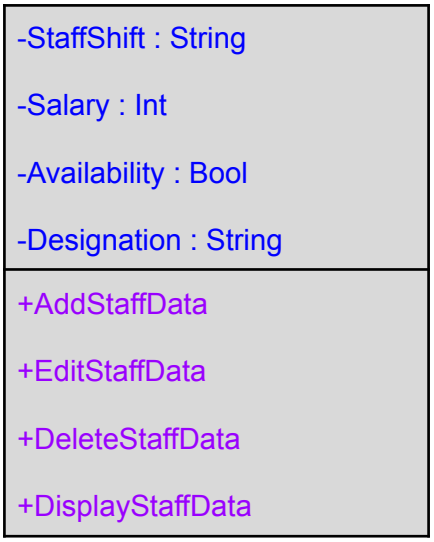
Staff Class
Code

```
Class Staff
  {
      private string StaffMember;
      private int StaffCount;
      private string StaffShift;
      private int Salary;
      private bool Availability;
      private string Designation;

      public void AddStaffData()
      {
         // ToDo
      }
      public void EditStaffData()
      {
         // ToDo
      }
      public void DeleteStaffData()
      {
         // ToDo
      }
      public void DisplayStaffData()
      {
         // ToDo
      }
  }
```

UML Code :

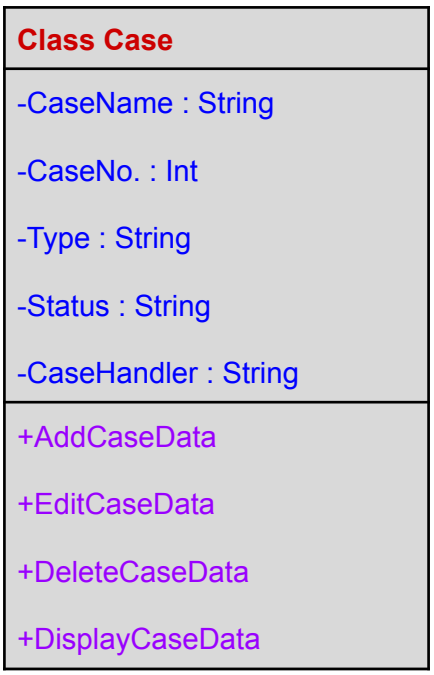
Class Staff
-StaffMember : String -StaffCount : Int



Case Class
Code

Class Case
{
private string CaseName;
private int CaseNo.;
private string Type;
private string Status;
private string CaseHandler;
 	
public void AddCaseData()
{
// ToDo
}
public void EditCaseData()
{
// ToDo
}
public void DeleteCaseData()
{
// ToDo
}
public void DisplayCaseData()
{
// ToDo
}
}

UML Code :



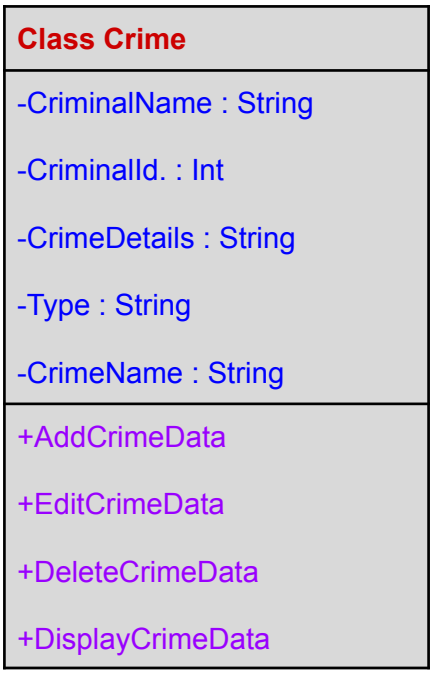
Crime Class

Code

```
Class Crime
  {
      private string CriminalName;
      private int CriminalId.;
      private string CrimeDetails;
      private string Type;
      private string CrimeName;

      public void AddCrimeData()
      {
         // ToDo
      }
      public void EditCrimeData()
      {
         // ToDo
      }
      public void DeleteCrimeData()
      {
         // ToDo
      }
      public void DisplayCrimeData()
      {
         // ToDo
      }
  }
```

UML Code :



Prison Class

Code

```
Class Prison
  {
      private string PrisionerName;
      private int PrisionerId;
      private string PrisionerDetails;
      private int PrisonNo.;
      private string PrisionerAdress;
      private string PrisionerAge;

      public void AddPrisonData()
      {
         // ToDo
      }
      public void EditPrisonData()
      {
         // ToDo
      }
      public void DeletePrisonData()
      {
         // ToDo
      }
      public void DisplayPrisonData()
      {
```

```
        // ToDo
    }
}
```

UML Code :