

FINAL PROJECT

Course Code: CSE-215

Course Title: Object Oriented Programming

Topic: Java All Topic with UML & Code Writing

Submitted To:

Nasima Islam Bithi

Lecturer in Object Oriented Programming

Department of CSE

Daffodil International University

Submitted By:

Name: MD. RONY

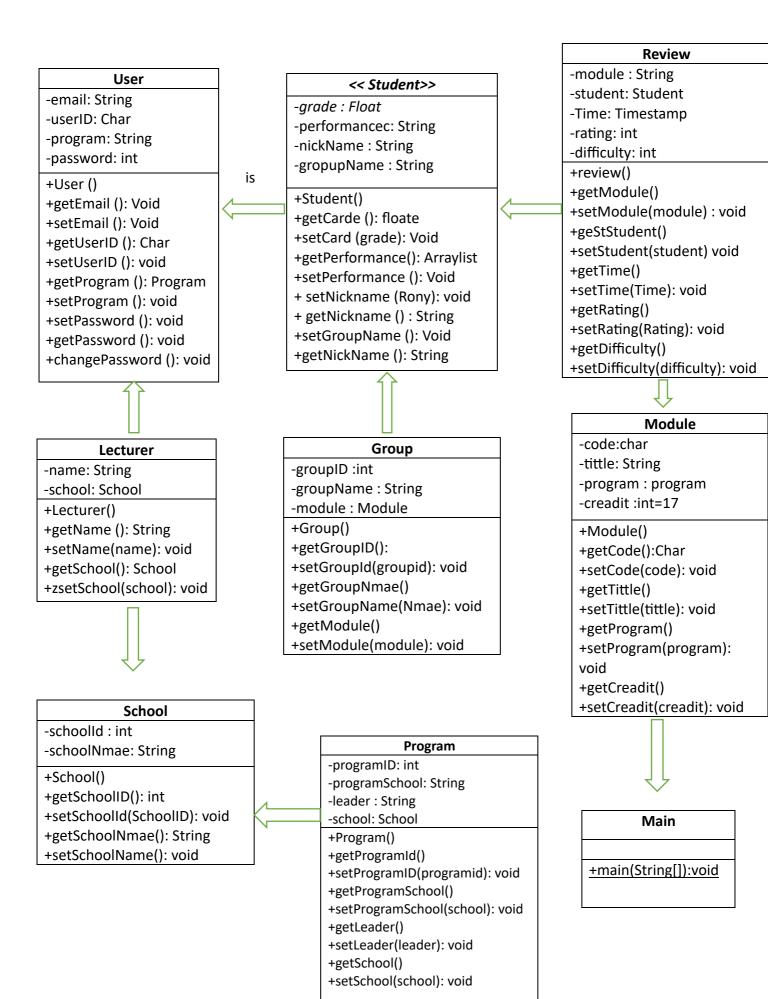
Id: 221-15-4967

Section: 61_V1

Department of CSE

Daffodil International University

Submission Date: 21-06-2023



```
public class User{
  private String email;
  private char UserID;
  private String program;
  private int password;
  public void setUserID(){
  public void setEmail(String email){
    this.email=email;
public String getEmail(){
    return email;
public void setPassword (int password){
    this.password=password;
public int getPassword(){
    return password;
public void setProgram(String program){
    this.program=program;
public String getProgram(){
    return program;
public void setUserID(Character userID){
    this.UserID=userID;
public Character getUserID(){
    return UserID;
}
public class User extends Student {
```

```
public float grade;
  private String performance;
  private String nickname;
  private String groupname;
  public Student(){
  public float getGrade(){
    return grade;
  public void setGrade(float grade){
    this.grade=grade;
  public void setPerformance(String performance){
    this.performance=performance;
  public String getPerformance(){
    return performance;
public void setNickname(String nickname){
    this.nickname=nickname;
public String getNickname(){
    return nickname;
public void setGroupname( String groupname){
    this.groupname=groupname;
public String getGroupname(){
    return groupname;
```

ublic class Student extends School {

```
private int schoolId;
  private String schoolName;
  public School(){
  public void setSchoolId(int schoolId){
    this.schoolId=schoolId;
  public int getSchoolId() {
    return schoolId;
  public void setSchoolName(String schoolName){
    this.schoolName=schoolName;
  public String getSchoolName(){
    return schoolName;
}
public class Student extends Review {
  private String module;
  private String student;
  private double time;
  private int rating;
  private int difficulty;
  public Review(){
  public void setModule(String module){
    this.module=module;
  public String getModule(){
    return module;
```

```
public void setStudent(String student){
     this.student=student;
  public String getStudent(){
     return student;
  public void setRating(int rating){
     this.rating=rating;
  public int getRating(){
     return rating;
  public void setTime(double time){
     this.time=time;
  public double getTime(){
     return time;
  public void setDifficulty( int difficulty){
     this.difficulty=difficulty;
  public int getDifficulty(){
     return difficulty;
}
public class Program {
  private int programid;
  private String programSchool;
  private String leader;
  private String school;
  public Program(){
  }
```

```
public void setProgramide (int programid){
    this.programid=programid;
  public int getProgramid(){
    return programid;
  public void setProgramSchool( String programSchool){
    this.programSchool=programSchool;
  public String getProgramSchool(){
    return programSchool;
  public void setLeader( String prgramLeader){
    this.leader=prgramLeader;
  public String getLeader(){
    return leader;
}
public class Module {
  private char code;
  private String tittle;
  private double time;
  private int credit;
  private String program;
  public void setTime(double time) {
    this.time = time;
  }
  public double getTime() {
    return time;
```

```
public void setCode(char code) {
     this.code = code;
  public char getCode() {
     return code;
  }
  public void setProgram(String program) {
     this.program = program;
  }
  public String getProgram() {
     return program;
  public void setTittle( String tittle){
     this.tittle=tittle;
  public String getTittle(){
     return tittle;
  public void setCredit(int credit){
     this.credit=credit;
  public int getCredit(){
     return credit;
public class Lecturer {
  private String name;
  private String School;
  public Lecturer(){
  public void setName(String name){
```

```
this.name=name;
  public String getName(){
    return name;
  public void setSchool( String school){
    this.School=school;
  public String getSchool(){
    return School;
}
public class Group {
  private int groupID;
  private String groupName;
  private String module;
  public Group(){
  public void setGroupID(int groupID){
    this.groupID=groupID;
  public int getGroupID(){
    return groupID;
  public void setModule( String module){
    this.module=module;
  public String getModule(){
    return module;
  public void setGroupName( String groupName){
    this.groupName=groupName;
  public String getGroupName(){
```

```
return groupName;
}
public class Mian {
  public static void main(String []args){
    User obj=new User(){
    obj.getEmail();
    obj.setUserID();
    obj.getPassword();
    obj.getUserID();
  Student obj=new Student(){
    obj.getGrade();
    obj.getGroupname();
    obj.getPerformance();
    obj.groupName();
    School obj=new School (){
    obj.module();
    obj.student();
    obj.time();
    obj.difficulty();
  Program obj=new Program(){
    obj.ProgramID();
    obj.ProgramSchool();
    obj.leader();
  School obj=new School(){
    obj.SchoolID();
    obj.SchoolName();
  Lecturer obj =new Lecturer(){
    obj.Name();
    obj.School();
```

Name: Md.Rony Student Id: 221-15-4967

Section: 61_V

Project Submission: 21-06-2023

PROJECT: OBJECT ORIENTED PROGRAMMING (UML & CODE FOR SCHOOL STUDENT & TEACHER SYSTEM)