Uml design

1st problem :

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| employee |
| - name:string  - id\_number:int  - department:string  - Position:string |
| + employee():  + employee(num:string,  Id\_num:int):  + employee(a:string,  b:int,  dep:string,  pos:string):  + setname(a:string):void  + setid\_number(x:int):void  +setdepartment(h:string):void  +setpoistion(pos:string):void  +getname():string  +getid\_number():int  +getdepartment():string  +getpoistion():string |

2nd problem :

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| retailitem |
| - description:string  - unitsonhand:int  - price:double |
| + retailitem():  + retailitem(b:string,  b:int  p:double ):  + setdescription(d:string):void  + setunitsonhand(k:int):void  +setprice(l:double):void  +setpoistion(pos:string):void  +getdescription():string  +getprice():double |

3rd problem

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| freezingandboilingpoint |
| -Temperature:double |
| + settemp(tem:double):void  +gettemp():double  + isethylfreezing():bool  + isethylboling():bool  + isoxygenfreezing( ):bool  + isoxygenboiling( ):bool  + iswaterfreezing( ):bool  + iswaterboiling( ):bool |

5th problem

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| Roomdimension |
| -length:double  -width:double |
| +roomdimension()  +roomdimension(len:double,  Wid:double)  +setlength(leng:double):void  +setwidth(widt:double) :void  +getlength():double  +getwidth() : double  +getarea():double |

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| roomcarpet |
| -costperfeet:double  -k:roomdimension //for illustration room dimension is a class |
| +roomcarpet()  +roomcarpet(pri :double )  +setcostperfeet(cost:double):void  +getcostperfeet():double  +setdimensions(len:double, wid:double )  +getprice():double |