EXPERIMENT:11

CENTRAL SYS:

/\*\*

\* Class cetral\_maagemet\_system

\*/

public class cetral\_maagemet\_system {

//

// Fields

//

private void member\_details;

private void function\_details;

private char details\_about\_seat\_allocation;

//

// Constructors

//

public cetral\_maagemet\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of member\_details

\* @param newVar the new value of member\_details

\*/

public void setMember\_details (void newVar) {

member\_details = newVar;

}

/\*\*

\* Get the value of member\_details

\* @return the value of member\_details

\*/

public void getMember\_details () {

return member\_details;

}

/\*\*

\* Set the value of function\_details

\* @param newVar the new value of function\_details

\*/

public void setFunction\_details (void newVar) {

function\_details = newVar;

}

/\*\*

\* Get the value of function\_details

\* @return the value of function\_details

\*/

public void getFunction\_details () {

return function\_details;

}

/\*\*

\* Set the value of details\_about\_seat\_allocation

\* @param newVar the new value of details\_about\_seat\_allocation

\*/

public void setDetails\_about\_seat\_allocation (char newVar) {

details\_about\_seat\_allocation = newVar;

}

/\*\*

\* Get the value of details\_about\_seat\_allocation

\* @return the value of details\_about\_seat\_allocation

\*/

public char getDetails\_about\_seat\_allocation () {

return details\_about\_seat\_allocation;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating\_details()

{

}

/\*\*

\*/

public void central\_management\_system()

{

}

}

MEMBER:

/\*\*

\* Class cetral\_maagemet\_system

\*/

public class cetral\_maagemet\_system {

//

// Fields

//

private void member\_details;

private void function\_details;

private char details\_about\_seat\_allocation;

//

// Constructors

//

public cetral\_maagemet\_system () { };

//

// Methods

//

//

// Accessor methods

//

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\* @param newVar the new value of function\_details

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function\_details = newVar;

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\* Get the value of function\_details

\* @return the value of function\_details

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public void getFunction\_details () {

return function\_details;

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\* Set the value of details\_about\_seat\_allocation

\* @param newVar the new value of details\_about\_seat\_allocation

\*/

public void setDetails\_about\_seat\_allocation (char newVar) {

details\_about\_seat\_allocation = newVar;

}

/\*\*

\* Get the value of details\_about\_seat\_allocation

\* @return the value of details\_about\_seat\_allocation

\*/

public char getDetails\_about\_seat\_allocation () {

return details\_about\_seat\_allocation;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating\_details()

{

}

/\*\*

\*/

public void central\_management\_system()

{

}

}

/\*\*

\* Class member

\*/

public class member {

//

// Fields

//

private char name;

private int id;

private void proof;

//

// Constructors

//

public member () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

public void setName (char newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

public char getName () {

return name;

}

/\*\*

\* Set the value of id

\* @param newVar the new value of id

\*/

public void setId (int newVar) {

id = newVar;

}

/\*\*

\* Get the value of id

\* @return the value of id

\*/

public int getId () {

return id;

}

/\*\*

\* Set the value of proof

\* @param newVar the new value of proof

\*/

public void setProof (void newVar) {

proof = newVar;

}

/\*\*

\* Get the value of proof

\* @return the value of proof

\*/

public void getProof () {

return proof;

}

//

// Other methods

//

/\*\*

\*/

public void presenting\_the\_paper()

{

}

/\*\*

\*/

public void winning\_the\_prize()

{

}

/\*\*

\*/

public void member()

{

}

}

ORGANIZER:

/\*\*

\* Class cetral\_maagemet\_system

\*/

public class cetral\_maagemet\_system {

//

// Fields

//

private void member\_details;

private void function\_details;

private char details\_about\_seat\_allocation;

//

// Constructors

//

public cetral\_maagemet\_system () { };

//

// Methods

//

//

// Accessor methods

//

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\* Set the value of member\_details

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\* Get the value of member\_details

\* @return the value of member\_details

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public void getMember\_details () {

return member\_details;

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\* Set the value of function\_details

\* @param newVar the new value of function\_details

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public void setFunction\_details (void newVar) {

function\_details = newVar;

}

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\* Get the value of function\_details

\* @return the value of function\_details

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public void getFunction\_details () {

return function\_details;

}

/\*\*

\* Set the value of details\_about\_seat\_allocation

\* @param newVar the new value of details\_about\_seat\_allocation

\*/

public void setDetails\_about\_seat\_allocation (char newVar) {

details\_about\_seat\_allocation = newVar;

}

/\*\*

\* Get the value of details\_about\_seat\_allocation

\* @return the value of details\_about\_seat\_allocation

\*/

public char getDetails\_about\_seat\_allocation () {

return details\_about\_seat\_allocation;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating\_details()

{

}

/\*\*

\*/

public void central\_management\_system()

{

}

}

/\*\*

\* Class organiser

\*/

public class organiser {

//

// Fields

//

private void \_member\_details;

private void function\_details;

//

// Constructors

//

public organiser () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of \_member\_details

\* @param newVar the new value of \_member\_details

\*/

public void set\_member\_details (void newVar) {

\_member\_details = newVar;

}

/\*\*

\* Get the value of \_member\_details

\* @return the value of \_member\_details

\*/

public void get\_member\_details () {

return \_member\_details;

}

/\*\*

\* Set the value of function\_details

\* @param newVar the new value of function\_details

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public void setFunction\_details (void newVar) {

function\_details = newVar;

}

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\* Get the value of function\_details

\* @return the value of function\_details

\*/

public void getFunction\_details () {

return function\_details;

}

//

// Other methods

//

/\*\*

\*/

public void allocation\_of\_seats()

{

}

/\*\*

\*/

public void inviting\_the\_delegates()

{

}

/\*\*

\*/

public void choosing\_the\_winner()

{

}

}