EXPERIMENT 4:

CONNTROL STOCK SYSTEM:

/\*\*

\* Class Central\_stock\_system

\*/

public class Central\_stock\_system {

//

// Fields

//

private int store\_stock\_system;

//

// Constructors

//

public Central\_stock\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store\_stock\_system

\* @param newVar the new value of store\_stock\_system

\*/

public void setStore\_stock\_system (int newVar) {

store\_stock\_system = newVar;

}

/\*\*

\* Get the value of store\_stock\_system

\* @return the value of store\_stock\_system

\*/

public int getStore\_stock\_system () {

return store\_stock\_system;

}

//

// Other methods

//

/\*\*

\*/

public void Printbill()

{

}

/\*\*

\*/

public void Delivery\_product()

{

}

}

CUSTOMER:

/\*\*

\* Class Central\_stock\_system

\*/

public class Central\_stock\_system {

//

// Fields

//

private int store\_stock\_system;

//

// Constructors

//

public Central\_stock\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store\_stock\_system

\* @param newVar the new value of store\_stock\_system

\*/

public void setStore\_stock\_system (int newVar) {

store\_stock\_system = newVar;

}

/\*\*

\* Get the value of store\_stock\_system

\* @return the value of store\_stock\_system

\*/

public int getStore\_stock\_system () {

return store\_stock\_system;

}

//

// Other methods

//

/\*\*

\*/

public void Printbill()

{

}

/\*\*

\*/

public void Delivery\_product()

{

}

}

/\*\*

\* Class Customer

\*/

public class Customer {

//

// Fields

//

private void place\_order;

//

// Constructors

//

public Customer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of place\_order

\* @param newVar the new value of place\_order

\*/

public void setPlace\_order (void newVar) {

place\_order = newVar;

}

/\*\*

\* Get the value of place\_order

\* @return the value of place\_order

\*/

public void getPlace\_order () {

return place\_order;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

}

}

STOCK SEALER:

/\*\*

\* Class Central\_stock\_system

\*/

public class Central\_stock\_system {

//

// Fields

//

private int store\_stock\_system;

//

// Constructors

//

public Central\_stock\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store\_stock\_system

\* @param newVar the new value of store\_stock\_system

\*/

public void setStore\_stock\_system (int newVar) {

store\_stock\_system = newVar;

}

/\*\*

\* Get the value of store\_stock\_system

\* @return the value of store\_stock\_system

\*/

public int getStore\_stock\_system () {

return store\_stock\_system;

}

//

// Other methods

//

/\*\*

\*/

public void Printbill()

{

}

/\*\*

\*/

public void Delivery\_product()

{

}

}

/\*\*

\* Class Stock\_dealer

\*/

public class Stock\_dealer {

//

// Fields

//

private void Take\_order;

private void enter\_order;

private void Verify\_order;

//

// Constructors

//

public Stock\_dealer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of Take\_order

\* @param newVar the new value of Take\_order

\*/

public void setTake\_order (void newVar) {

Take\_order = newVar;

}

/\*\*

\* Get the value of Take\_order

\* @return the value of Take\_order

\*/

public void getTake\_order () {

return Take\_order;

}

/\*\*

\* Set the value of enter\_order

\* @param newVar the new value of enter\_order

\*/

public void setEnter\_order (void newVar) {

enter\_order = newVar;

}

/\*\*

\* Get the value of enter\_order

\* @return the value of enter\_order

\*/

public void getEnter\_order () {

return enter\_order;

}

/\*\*

\* Set the value of Verify\_order

\* @param newVar the new value of Verify\_order

\*/

public void setVerify\_order (void newVar) {

Verify\_order = newVar;

}

/\*\*

\* Get the value of Verify\_order

\* @return the value of Verify\_order

\*/

public void getVerify\_order () {

return Verify\_order;

}

//

// Other methods

//

/\*\*

\*/

public void Deliver\_item()

{

}

}