Experiment 13

CENTRAL SYSTEM:

/\*\*

\* Class cetraql\_system\_

\*/

public class cetraql\_system\_ {

//

// Fields

//

private void store;

private void update;

//

// Constructors

//

public cetraql\_system\_ () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store

\* @param newVar the new value of store

\*/

public void setStore (void newVar) {

store = newVar;

}

/\*\*

\* Get the value of store

\* @return the value of store

\*/

public void getStore () {

return store;

}

/\*\*

\* Set the value of update

\* @param newVar the new value of update

\*/

public void setUpdate (void newVar) {

update = newVar;

}

/\*\*

\* Get the value of update

\* @return the value of update

\*/

public void getUpdate () {

return update;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating()

{

}

/\*\*

\*/

public void proccessing()

{

}

}

CUSTOMER:

/\*\*

\* Class cetraql\_system\_

\*/

public class cetraql\_system\_ {

//

// Fields

//

private void store;

private void update;

//

// Constructors

//

public cetraql\_system\_ () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

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\* @param newVar the new value of store

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store = newVar;

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\* Get the value of store

\* @return the value of store

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public void getStore () {

return store;

}

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\* Set the value of update

\* @param newVar the new value of update

\*/

public void setUpdate (void newVar) {

update = newVar;

}

/\*\*

\* Get the value of update

\* @return the value of update

\*/

public void getUpdate () {

return update;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating()

{

}

/\*\*

\*/

public void proccessing()

{

}

}

/\*\*

\* Class Customer1

\*/

public class Customer1 {

//

// Fields

//

private char name;

private void purchase\_prodeuct;

//

// Constructors

//

public Customer1 () { };

//

// 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 purchase\_prodeuct

\* @param newVar the new value of purchase\_prodeuct

\*/

public void setPurchase\_prodeuct (void newVar) {

purchase\_prodeuct = newVar;

}

/\*\*

\* Get the value of purchase\_prodeuct

\* @return the value of purchase\_prodeuct

\*/

public void getPurchase\_prodeuct () {

return purchase\_prodeuct;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

}

/\*\*

\*/

public void feedback()

{

}

/\*\*

\*/

public void customer()

{

}

}

DEALER:

/\*\*

\* Class cetraql\_system\_

\*/

public class cetraql\_system\_ {

//

// Fields

//

private void store;

private void update;

//

// Constructors

//

public cetraql\_system\_ () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store

\* @param newVar the new value of store

\*/

public void setStore (void newVar) {

store = newVar;

}

/\*\*

\* Get the value of store

\* @return the value of store

\*/

public void getStore () {

return store;

}

/\*\*

\* Set the value of update

\* @param newVar the new value of update

\*/

public void setUpdate (void newVar) {

update = newVar;

}

/\*\*

\* Get the value of update

\* @return the value of update

\*/

public void getUpdate () {

return update;

}

//

// Other methods

//

/\*\*

\*/

public void storing()

{

}

/\*\*

\*/

public void updating()

{

}

/\*\*

\*/

public void proccessing()

{

}

}

/\*\*

\* Class Dealer

\*/

public class Dealer {

//

// Fields

//

private char name;

private char availability;

//

// Constructors

//

public Dealer () { };

//

// 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 availability

\* @param newVar the new value of availability

\*/

public void setAvailability (char newVar) {

availability = newVar;

}

/\*\*

\* Get the value of availability

\* @return the value of availability

\*/

public char getAvailability () {

return availability;

}

//

// Other methods

//

/\*\*

\*/

public void paymet()

{

}

/\*\*

\*/

public void delivery()

{

}

/\*\*

\*/

public void dealer()

{

}

}