Encapsulation Assignment
By
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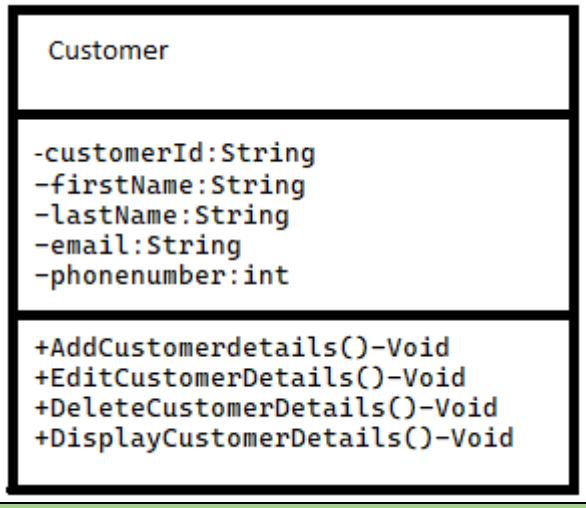
Amazon:

Customer:

Code:

```
class Customer
    {
        private string _customerId;
        private string _firstName;
        private string _lastName;
        private string _email;
        private int _phonenumber;
        public static void AddCustomerdetails()
        {
            //Todo
        }
        public static void EditCustomerDetails()
        {
            //Todo
        }
        public static void DeleteCustomerDetails()
        {
            //Todo
        }
        public static void DisplayCustomerDetails()
        {
            //Todo
        }
     }
```

UML diagram:



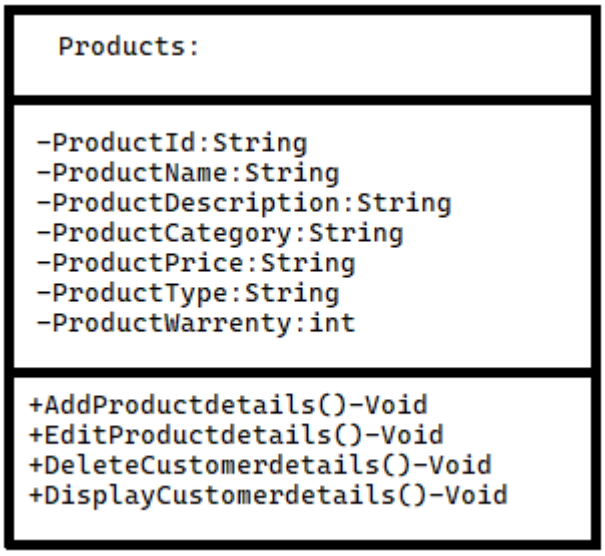
Products:

Code:

```
class Products
     {
```

```
        private String _ProductId;
        private String _ProductName;
        private String _ProductDescription;
        private String _ProductCategory;
        private String _ProductPrice;
        private String _ProductType;
        private int _ProductWarrenty;


        public static void AddProductdetails()
        {
            //Todo
        }

        public static void EditProductdetails()
        {
            //Todo
        }
        public static void DeleteProductDetails()
        {
            //Todo
        }
        public static void DisplayProductDetails()
        {
            //Todo
        }

    }
```

UML diagram:



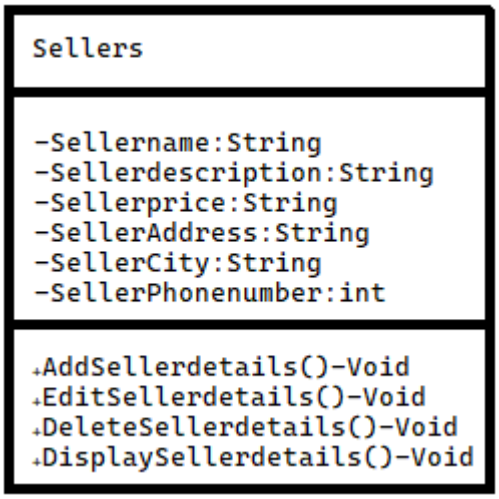
Sellers:

Code:

```
class Sellers
    {
        private String _Sellername;
        private String _Sellerdescription;
        private String _Sellerprice;
        private String _SellerAddress;
        private String _SellerCity;
        private int _SellerPhonenumber;
```

```
        public static void AddSellerdetails()
        {
            //Todo
        }

        public static void EditSellerdetails()
        {
            //Todo
        }
        public static void DeletesellertDetails()
        {
            //Todo
        }
        public static void DisplaySellerDetails()
        {
            //Todo
        }


    }
```

UML diagram:



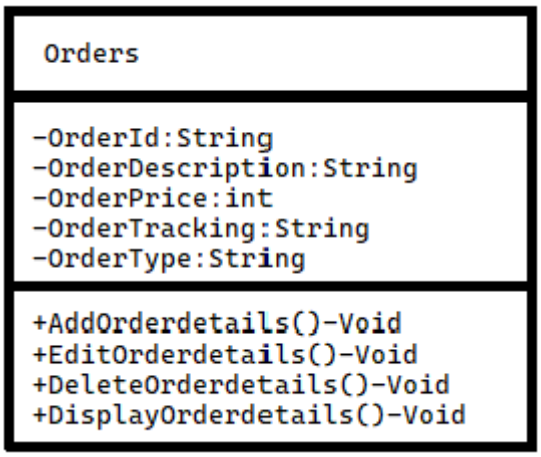
Orders:

Code:

```
class Orders
    {
        private String _OrderId;
        private String _OrderDescription;
        private int _OrderPrice;
        private String _OrderTracking;
        private String _OrderType;


        public static void AddOrderdetails()
        {
            //Todo
        }

        public static void EditOrderdetails()
        {
            //Todo
        }
        public static void DeleteOrderDetails()
        {
            //Todo
```

```
        }
        public static void DisplayOrderDetails()
        {
            //Todo
        }

    }
```

UML diagram:

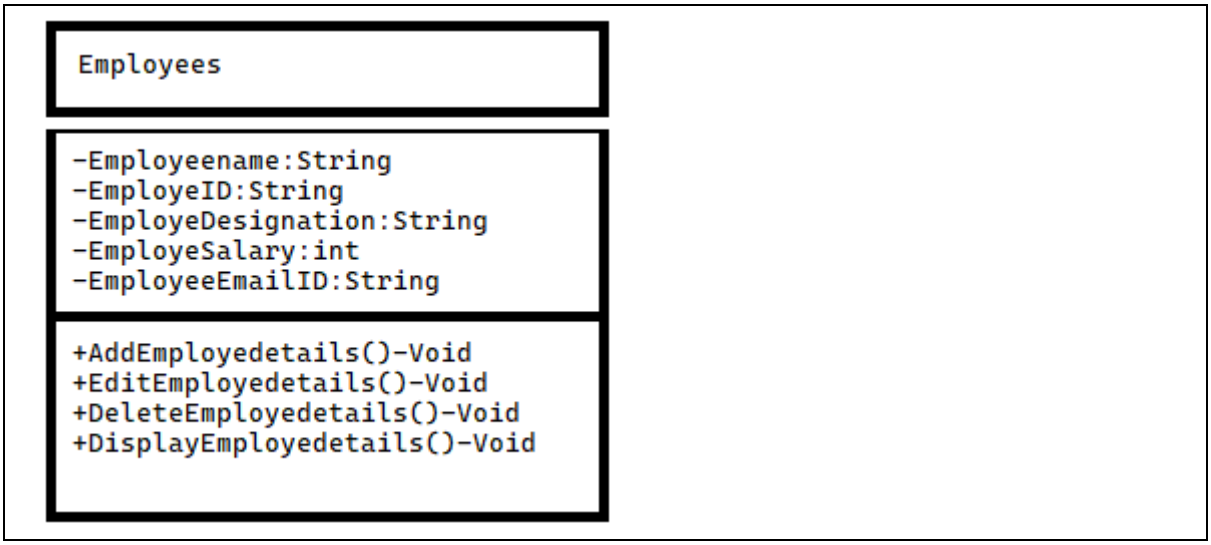


Employees:

Code:

```
class Employees
    {
        private String _Employeename;
        private String _EmployeID;
        private String _EmployeDesignation;
        private int _EmployeSalary;
        private String _EmployeeEmailID;


        public static void AddEmployedetails()
        {
            //Todo
        }

        public static void EditEmployedetails()
        {
            //Todo
        }
        public static void DeleteEmployedetails()
        {
            //Todo
        }
        public static void DisplayEmployedetails()
        {
            //Todo
        }


    }
```

UML Diagram:



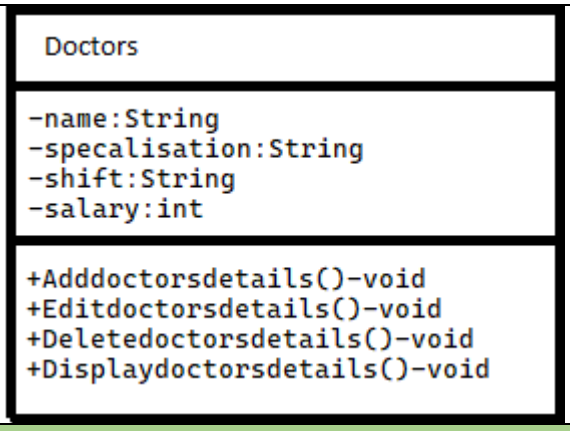
Hospital:

Doctors:

Code:

```
class Doctors
    {
        private string name;
        private string specalisation;
        private string shift;
        private int salary;
        public void Adddoctorsdetails()
        {
            //Todo
        }
        public void Editdoctorsdetails()
        {
            //Todo
        }
        public void Deletedoctorsdetails()
        {
            //Todo
        }
        public void Displaydoctorsdetails()
        {
            //Todo
        }

    }
```

UML Diagram:

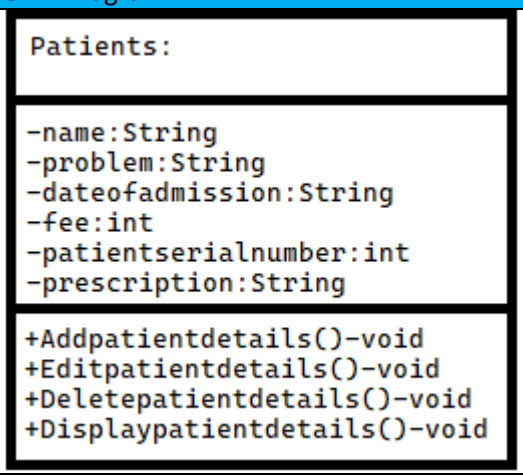


Patients:

Code:

```
class Patients
    {
        private string name;
        private string problem;
        private string dateofadmission;
        private int fee;
        private int patientserialnumber;
        private string prescription;
        public void Addpatientdetails()
        {
            //Todo
        }
        public void Editpatientdetails()
        {
            //Todo
        }
        public void Deletepatientdetails()
        {
            //Todo
        }
        public void Displaypatientdetails()
        {
            //Todo
        }
    }
```

UML Diagram:



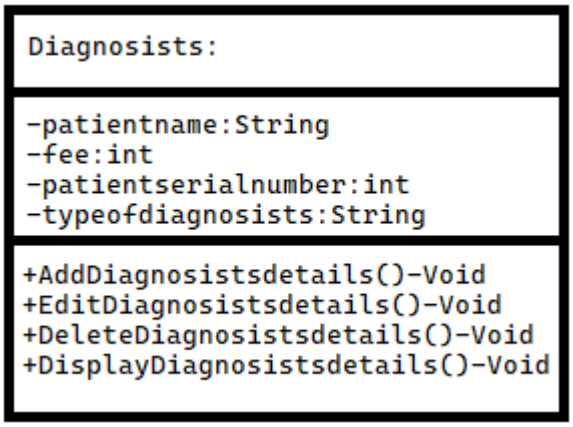
Diagnosists:

Code:

```
class Diagnosists
```

```
    {
        private string patientname;
        private int fee;
        private int patientserialnumber;
        private string typeofdiagnosists;

        public void AddDiagnosistsdetails()
        {
            //Todo
        }
        public void EditDiagnosistsdetails()
        {
            //Todo
        }
        public void DeleteDiagnosistsdetails()
        {
            //Todo
        }
        public void DisplayDiagnosistsdetails()
        {
            //Todo
        }
    }
```

UML Diagram:



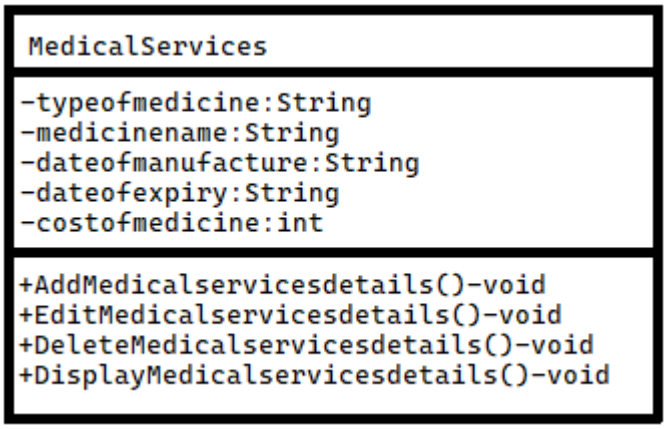
MedicalServices:

Code:

```
class Medicalservices
    {
        private String typeofmedicine;
        private string medicinename;
        private string dateofmanufacture;
        private string dateofexpiry;
        private int costofmedicine;
        public void AddMedicalservicesdetails()
        {
            //Todo
        }
        public void EditMedicalservicesdetails()
        {
            //Todo
        }
        public void DeleteMedicalservicesdetails()
        {
            //Todo
        }
        public void DisplayMedicalservicesdetails()
        {
```

```
            //Todo
        }
    }
```

UML Diagram:

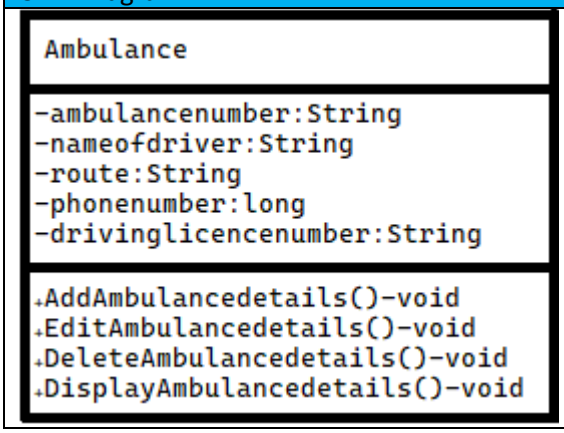


Ambulance:

Code:

```
class Ambulance
    {
        private String ambulancenumber;
        private String nameofdriver;
        private string route;
        private long phonenumber;
        private string drivinglicencenumber;

        public void AddAmbulancedetails()
        {
            //Todo
        }
        public void EditAmbulancedetails()
        {
            //Todo
        }
        public void DeleteAmbulancedetails()
        {
            //Todo
        }
        public void DisplayAmbulancedetails()
        {
            //Todo
        }
    }
```

UML Diagram:



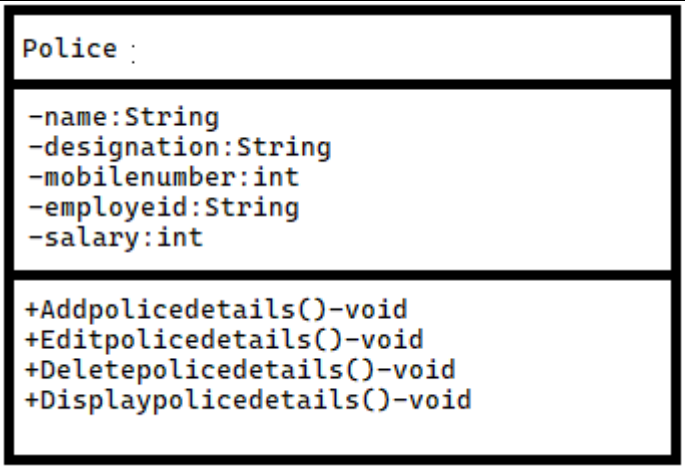
Police Station

Police:

Code:

```
class Police
    {
        private string name;
        private string designation;
        private int mobilenumber;
        private string employeid;
        private int salary;
        public void Addpolicedetails()
        {
            //Todo
        }
        public void Editpolicedetails()
        {
            //Todo
        }
        public void Deletepolicedetails()
        {
            //Todo
        }
        public void Displaypolicedetails()
        {
            //Todo
        }
    }
```

UML Diagram:



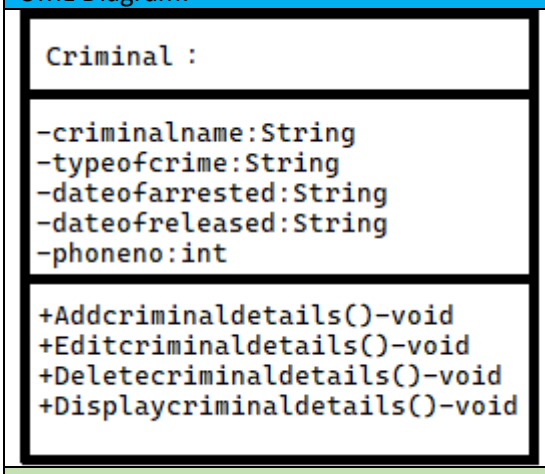
Criminal:

Code:

```
class Criminal
    {
        private string criminalname;
        private string typeofcrime;
        private string dateofarrested;
        private string dateofreleased;
        private int phoneno;
```

```
        public void Addcriminaldetails()
        {
            //Todo
        }
        public void Editcriminaldetails()
        {
            //Todo
        }
        public void Deletecriminaldetails()
        {
            //Todo
        }
        public void Displaycriminaldetails()
        {
            //Todo

        }
    }
```

UML Diagram:

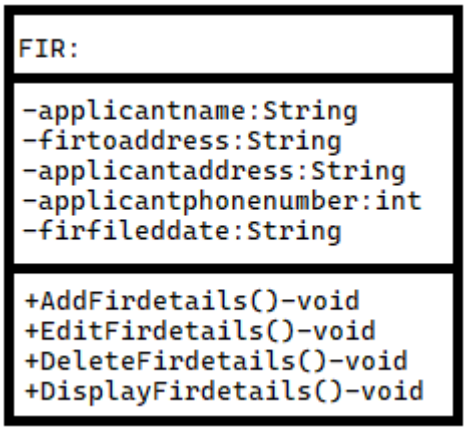


FIR:

Code:

```
class FIR
    {
        private string applicantname;
        private string firtoaddress;
        private string applicantaddress;
        private int applicantphonenumber;
        private string firfileddate;
        public void AddFirdetails()
        {
            //Todo
        }
        public void EditFirdetails()
        {
            //Todo
        }
        public void DeleteFirdetails()
        {
            //Todo
        }
        public void DisplayFirdetails()
        {
            //Todo

        }
    }
```

UML Diagram:


FIR:
-applicantname:String
-firtoaddress:String
-applicantaddress:String
-applicantphonenumber:int
-firfileddate:String
+AddFirdetails()-void
+EditFirdetails()-void
+DeleteFirdetails()-void
+DisplayFirdetails()-void