Object-Oriented Programming System

Class creation

Amazon

Employee Class

Code:

```
class Employee
        {
                private int employeeId;
                private string employeeName;
                private short employeeAge;
                private string employeeEmailId;
                private float employeeSalary;
                private long employeeMobile;

                public void AddEmployeeDetails()
                {
                    //TODO
                }

                public void DisplayEmployeeDetails()
                {
                    //TODO
                }

                public void EditEmployeeDetails()
                {
                    //TODO
                }

                public void DeleteEmployeeDetails()
                {
                    //TODO
                }

        }
```

UML Diagram:

Employee	
- **employeeId**	**: int**
- **employeeName**	**: string**
- **employeeAge**	**: short**
- **employeeEmailId**	**: string**
- **employeeSalary**	**: float**
- **employeeMobile**	**: long**
+ AddEmployeeDetails	: void
+ DisplayEmployeeDetails	: void
+ EditEmployeeDetails	: void
+ DeleteEmployeeDetails	: void

Customer Class

Code:

```
class Customers
        {
            private int customerId;
            private string customerName;
            private string customerEmailId;
            private string customerAddress;
            private long customerMobile;

            public void AddCustomersDetails()
            {
                //TODO
            }

            public void DisplayCustomersDetails()
            {
                //TODO
            }

            public void EditCustomersDetails()
            {
                //TODO
            }

            public void DeleteCustomersDetails()
            {
                //TODO
            }

        }
```

UML Diagram:

Customer		
- **customerId**	**: int**	
- **customerName**	**: string**	
- **customerEmailId**	**: string**	
- **customerAddress**	**: string**	
- **customerMobile**	**: string**	
+ AddCustomerDetails	: void	
+ DisplayCustomerDetails	: void	
+ EditCustomerDetails	: void	
+ DeleteCustomerDetails	: void	

Order Class

Code:

```
class Order
       {
              private long orderId;
              private int customerId;
              private long shippingId;
              private double OrderPrice;
              private string customerAddress;


              public void AddOrderDetails()
              {
                  //TODO
              }

              public void DisplayOrderDetails()
              {
                  //TODO
              }

              public void EditOrderDetails()
              {
                  //TODO
              }

              public void DeleteOrderDetails()
              {
                  //TODO
              }

       }
```

UML Diagram:

Order		
- **orderId**	**: long**	
- **customerId**	**: int**	
- **shippingId**	**: long**	
- **orderPrice**	**: double**	
- **customerAddress**	**: string**	
+ AddOrderDetails	: void	
+ DisplayOrderDetails	: void	
+ EditOrderDetails	: void	
+ DeleteOrderDetails	: void	

Product Class

Code:

```
class Product
    {
        private long productId;
        private string productName;
        private string productDescription;
        private double productPrice;
        private long productStock;


        public void AddProductDetails()
        {
            //TODO
        }

        public void DisplayProductDetails()
        {
            //TODO
        }

        public void EditProductDetails()
        {
            //TODO
        }

        public void DeleteProductDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

Product		
- **productId**	**: long**	
- **productName**	**: string**	
- productDescription	:string	
- productPrice	:double	
- **productStock**	**: long**	
+ AddProductDetails	: void	
+ DisplayProductDetails	: void	
+ EditProductDetails	: void	
+ DeleteProductDetails	: void	

ShoppingCart Class

Code:

```
class ShoppingCart
    {
        private long shoppingCartId;
        private int customerID;
        private string customerName;
        private string productName;

        public void AddShoppingCartDetails()
        {
            //TODO
        }

        public void DisplayShoppingCartDetails()
        {
            //TODO
        }

        public void EditShoppingCartDetails()
        {
            //TODO
        }

        public void DeleteShoppingCartDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

ShoppingCart	
- **shoppingCartId**	**: long**
- **customerId**	**: int**
- **customerName**	**: string**
- **productName**	**: string**
+ AddShoppingCartDetails	: void
+ DisplayShoppingCartDetails	: void
+ EditShoppingCartDetails	: void
+ DeleteShoppingCartDetails	: void

Apollo

Hospital Class

Code:

```csharp
class Hospital
        {
            private int hospitalId;
            private string hospitalName;
            private string hospitalType;
            private string hospitalAddress;
            private string doctorName;

            public void AddHospitalDetails()
            {
                //TODO
            }

            public void DisplayHospitalDetails()
            {
                //TODO
            }

            public void EditHospitalDetails()
            {
                //TODO
            }

            public void DeleteHospitalDetails()
            {
                //TODO
            }

        }
```

UML Diagram:

Hospital		
- **hospitalId**	**: int**	
- **hospitalName**	**: string**	
- **hospitalType**	**: string**	
- **hospitalAddress**	**: string**	
- **doctorName**	**: string**	
+ AddHospitalDetails	: void	
+ DisplayHospitalDetails	: void	
+ EditHospitalDetails	: void	
+ DeleteHospitalDetails	: void	

Doctor Class

Code:

```csharp
class Doctor
    {
        private int doctorId;
        private string doctorName;
        private string doctorType;
        private long doctorMobile;
        private string doctorEmailId;
        private string doctorAddress;

        public void AddDoctorDetails()
        {
            //TODO
        }

        public void DisplayDoctorDetails()
        {
            //TODO
        }

        public void EditDoctorDetails()
        {
            //TODO
        }

        public void DeleteDoctorDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

Doctor
- **doctorId** : int
- **doctorName** : string
- **doctorType** : string
- **doctorMobile** : long
- **doctorEmailId** : string
- **doctorAddress** : string
+ AddDoctorDetails : void
+ DisplayDoctorDetails : void
+ EditDoctorDetails : void
+ DeleteDoctorDetails : void

Patient Class

Code:

```csharp
class Patient
        {
                private int patientId;
                private string patientName;
                private long patientMobile;
                private string patientEmailId;
                private string patientCity;

                public void AddPatientDetails()
                {
                    //TODO
                }

                public void DisplayPatientDetails()
                {
                    //TODO
                }

                public void EditPatientDetails()
                {
                    //TODO
                }

                public void DeletePatientDetails()
                {
                    //TODO
                }

        }
```

UML Diagram:

Patient		
- **patientId**	**: int**	
- **patientName**	**: string**	
- **patientMobile**	**: long**	
- **patientEmailId**	**: string**	
- **patientCity**	**: string**	
+ AddPatientDetails	: void	
+ DisplayPatientDetails	: void	
+ EditPatientDetails	: void	
+ DeletePatientDetails	: void	

Appointment Class

Code:

```
class Appointment
        {
            private int appointmentId;
            private string appointmentType;
            private string appointmentdate;
            private int doctorId;

            public void AddAppointmentDetails()
            {
                //TODO
            }

            public void DisplayAppointmentDetails()
            {
                //TODO
            }

            public void EditAppointmentDetails()
            {
                //TODO
            }

            public void DeleteAppointmentDetails()
            {
                //TODO
            }

        }
```

UML Diagram:

Appointment		
- **appointmentId**	**: int**	
- **appointmentType**	**: string**	
- **appointmentdate**	**: string**	
- **doctorId**	**: int**	
+ AddAppointmentDetails	: void	
+ DisplayAppointmentDetails	: void	
+ EditAppointmentDetails	: void	
+ DeleteAppointmentDetails	: void	

Medicine Class

Code:

```
class Medicine
    {
        private int medicineId;
        private string medicineName;
        private string medicineCompany;
        private string MedicineCost;

        public void AddMedicineDetails()
        {
            //TODO
        }

        public void DisplayMedicineDetails()
        {
            //TODO
        }

        public void EditMedicineDetails()
        {
            //TODO
        }

        public void DeleteMedicineDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

Medicine		
-	medicineId	: int
-	medicintname	: string
-	medicineCompany	: string
-	medicineCost	: string
+	AddMedicineDetails	: void
+	DisplayMedicineDetails	: void
+	EditMedicineDetails	: void
+	DeleteMedicineDetails	: void

Police Station

Police Class

Code:

```csharp
class Police
    {
        private int policeId;
        private string policeName;
        private string policeDesignation;
        private long policeMobile;
        private string policeEmailId;
        private string policeAddress;

        public void AddPoliceDetails()
        {
            //TODO
        }

        public void DisplayPoliceDetails()
        {
            //TODO
        }

        public void EditPoliceDetails()
        {
            //TODO
        }

        public void DeletePoliceDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

Police	
- **policeId**	**: int**
- **policeName**	**: string**
- **policeDesignation**	**: string**
- **policeMobile**	**: long**
- **policeEmailId**	**: string**
- **policeAddress**	**: string**
+ AddPoliceDetails	: void
+ DisplayPoliceDetails	: void
+ EditPoliceDetails	: void
+ DeletePoliceDetails	: void

PoliceStation Class

Code:

```
class PoliceStation
        {
            private int policeStationId;
            private long policeStationMobile;
            private string policeStationEmailId;
            private string policeStationCity;
            private string policeStationAddress;

            public void AddPoliceStationDetails()
            {
                //TODO
            }

            public void DisplayPoliceStationDetails()
            {
                //TODO
            }

            public void EditPoliceStationDetails()
            {
                //TODO
            }

            public void DeletePoliceStationDetails()
            {
                //TODO
            }

        }
```

UML Diagram:

PoliceStation		
-	**policeStationId**	**: int**
-	**policeStationMobile**	**: long**
-	**policeStationEmailId**	**: string**
-	**policeStationCity**	**: string**
-	**policeStationAddress**	**: string**
+	AddPoliceStationDetails	: void
+	DisplayPoliceStationDetails	: void
+	EditPoliceStationDetails	: void
+	DeletePoliceStationDetails	: void

FIR Class

Code:

```
class FIR
    {
        private int firNumber;
        private string firName;
        private string firDescription;
        private string firType;

        public void AddFIRDetails()
        {
            //TODO
        }

        public void DisplayFIRDetails()
        {
            //TODO
        }

        public void EditFIRDetails()
        {
            //TODO
        }

        public void DeleteFIRDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

FIR		
- **firNumber**	**: int**	
- **firName**	**: string**	
- **firDescrition**	**: string**	
- **firtype**	**: string**	
+ AddFIRDetails	: void	
+ DisplayFIRDetails	: void	
+ EditFIRDetails	: void	
+ DeleteFRIDetails	: void	

Incident Class

Code:

```csharp
class Incident
    {
        private int incidentId;
        private string incidentType;
        private string incidentLocation;
        private string incidentTime;

        public void AddIncidentDetails()
        {
            //TODO
        }

        public void DisplayIncidentDetails()
        {
            //TODO
        }

        public void EditIncidentDetails()
        {
            //TODO
        }

        public void DeleteIncidentDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

Incident		
- **incidentId**	**: int**	
- **incidentType**	**: string**	
- **incidentLocation**	**: string**	
- **incidentTime**	**: string**	
+ AddIncidentDetails	: void	
+ DisplayIncidentDetails	: void	
+ EditIncidentDetails	: void	
+ DeleteIncidentDetails	: void	

Prison Class

Code:

```
class Prison
    {
        private string prisonName;
        private string prisonLocation;
        private int prisonCapacity;
        private string prisonSupervisorName;

        public void AddPrisonDetails()
        {
            //TODO
        }

        public void DisplayPrisonDetails()
        {
            //TODO
        }

        public void EditPrisonDetails()
        {
            //TODO
        }

        public void DeletePrisonDetails()
        {
            //TODO
        }

    }
```

UML Diagram:

Prison		
- **prisonName**	**: string**	
- **prisonLocation**	**: string**	
- **prisonCapacity**	**: int**	
- **prisonSupervisorName**	**: string**	
+ AddPrisonDetails	: void	
+ DisplayPrisonDetails	: void	
+ EditPrisonDetails	: void	
+ DeletePrisonDetails	: void	