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:

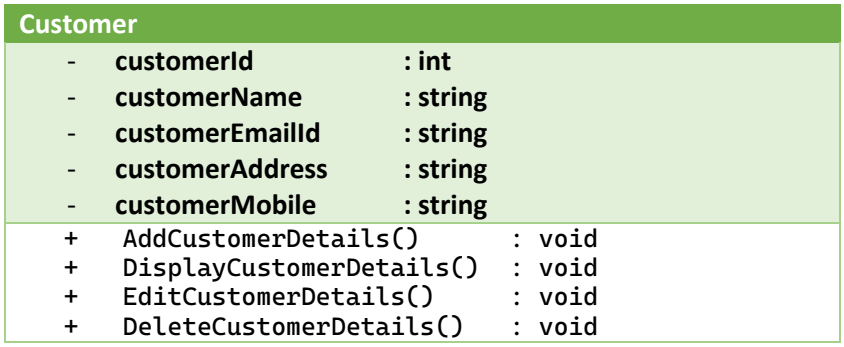
Employee	
- employeeId	: int
- employeeName	: string
- employeeAge	: short
- employeeEmailId	: string
- employeeSalary	: float
- employeeMobile	: long
+ AddEmployeeDetails()	: void
+ DisplayEmployeeDetails()	: void
+ EditEmployeeDetails()	: void
+ DeleteEmployeeDetails()	: void

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:

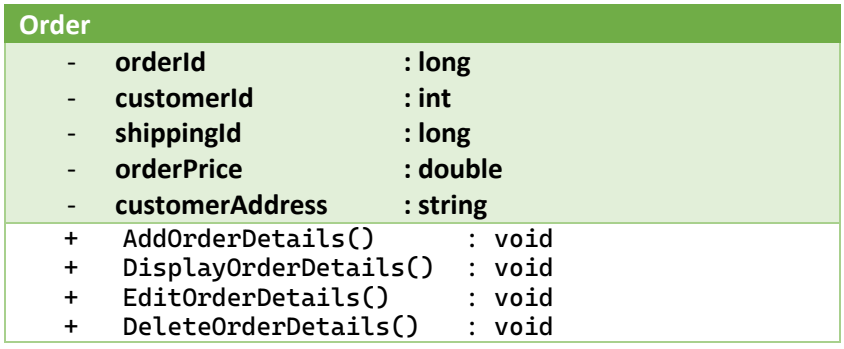


Order Class

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:

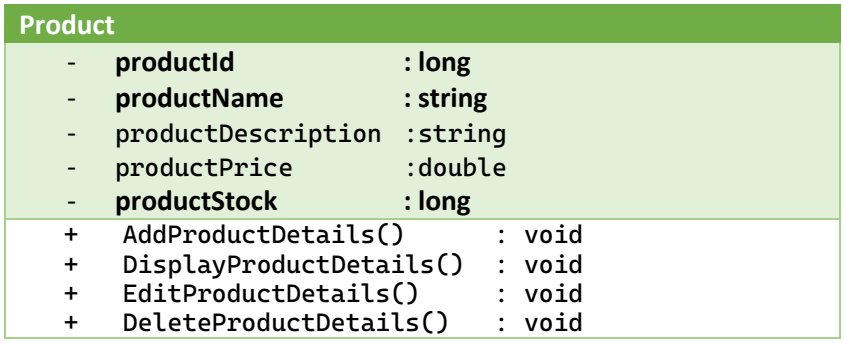


Product Class

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:

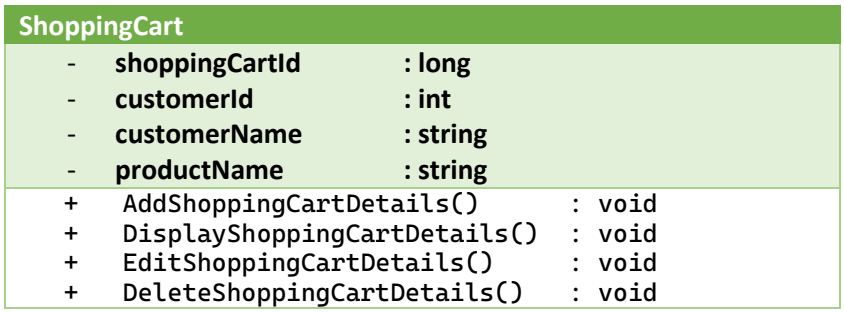


ShoppingCart Class

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:



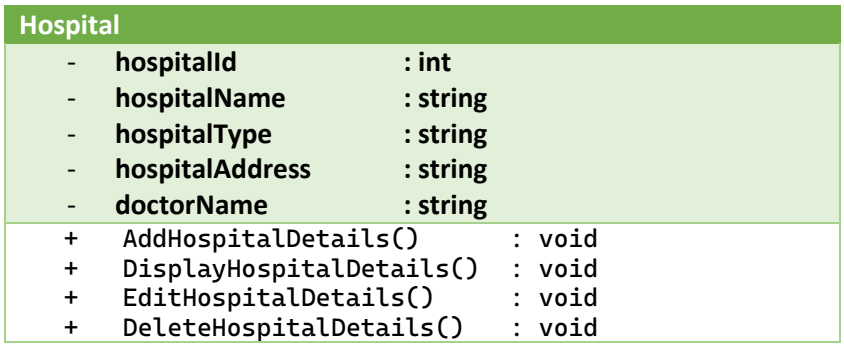
Apollo

Hospital Class

Code:

```
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:

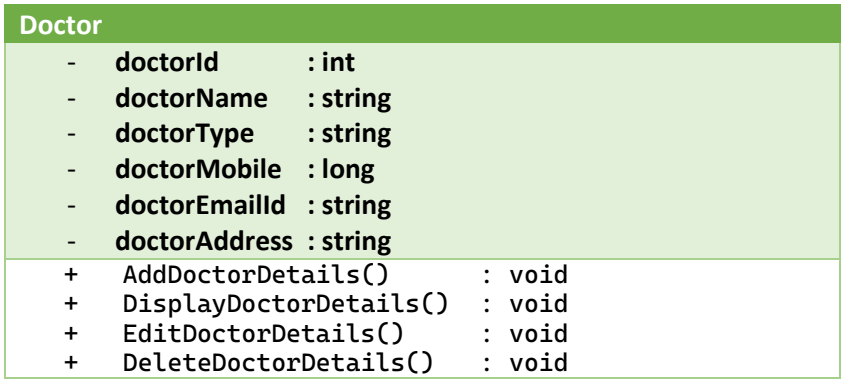


Doctor Class

Code:

```
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:

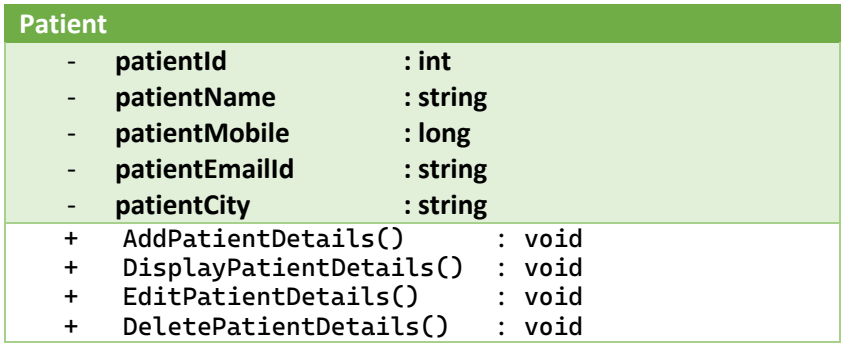


Patient Class

Code:

```
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:

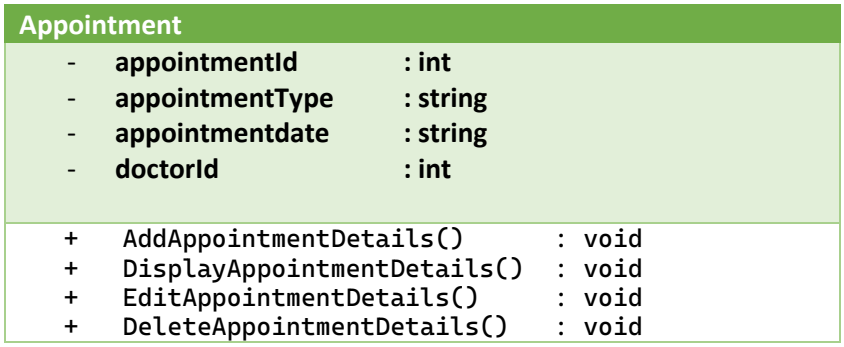


Appointment Class

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:

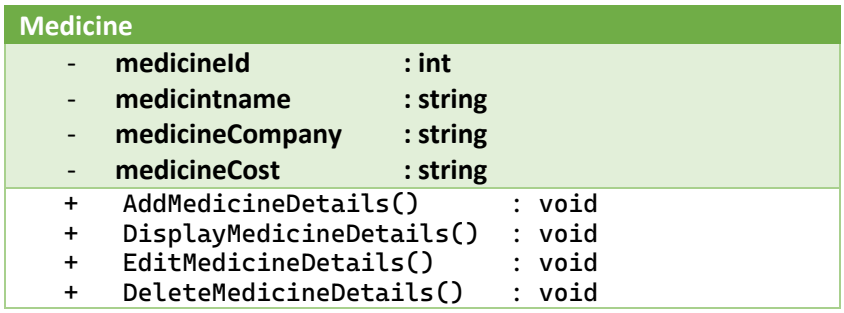


Medicine Class

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:



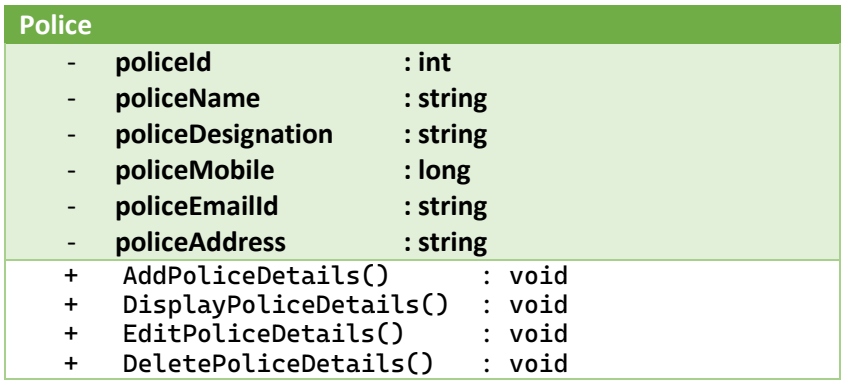
Police Station

Police Class

Code:

```
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:

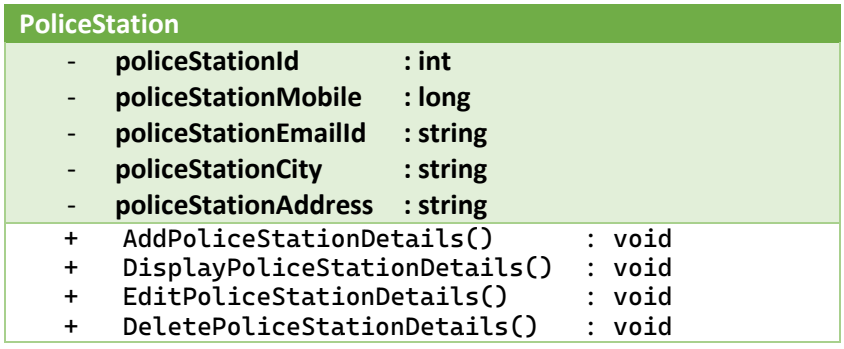


PoliceStation Class

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:

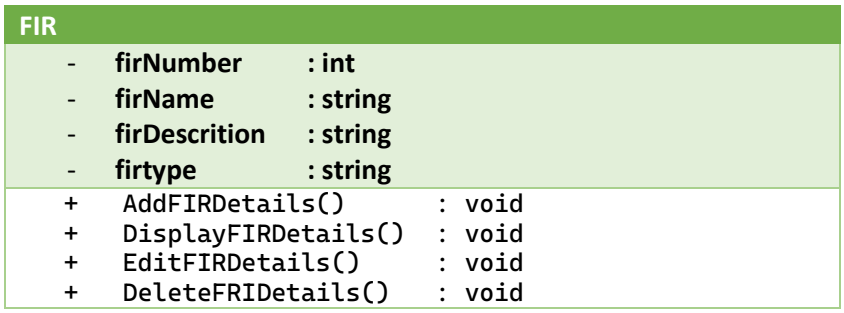


FIR Class

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:

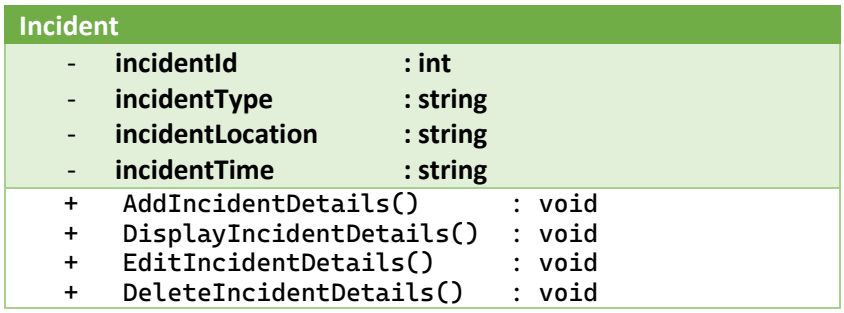


Incident Class

Code:

```
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:



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: