ASSIGNMENT
BY
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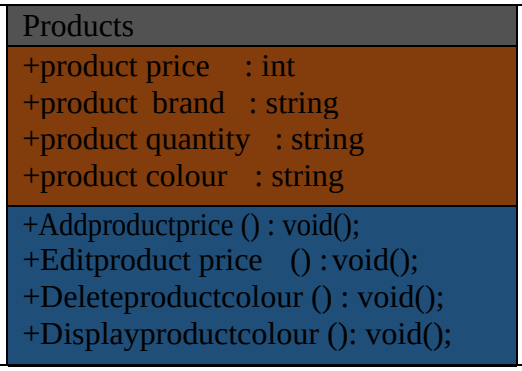
AMAZON Class Product:

Code:

```
class Products
    {
      public int price;
      public string brand;
      public string quantity;
      public string colour;

      public static void Addproductprice()
      {
        //TODO
      }
       public static void Editproductprice()
      {
        //TODO
      }
      public static void Deleteproductbrand()

      {
        //TODO

      }
      public static void Displayproductcolour()

      {
        //TODO
      }
    }
```

UML :



AMAZON Class Employees:

Code:

```
class Employee
    {
      Publicstringempname;
      public string emp id;
      private int empsalry;
      public string empdesignation;

        public static void Addemployeeid()
      {
        //TODO
      }
       public static void Editemployeeid()
      {
        //TODO
      }
      public static void Deleteemployeeid()

      {
        //TODO

      }
      public static void Displayemployeeid()

      {
        //TODO
      }
    }
```

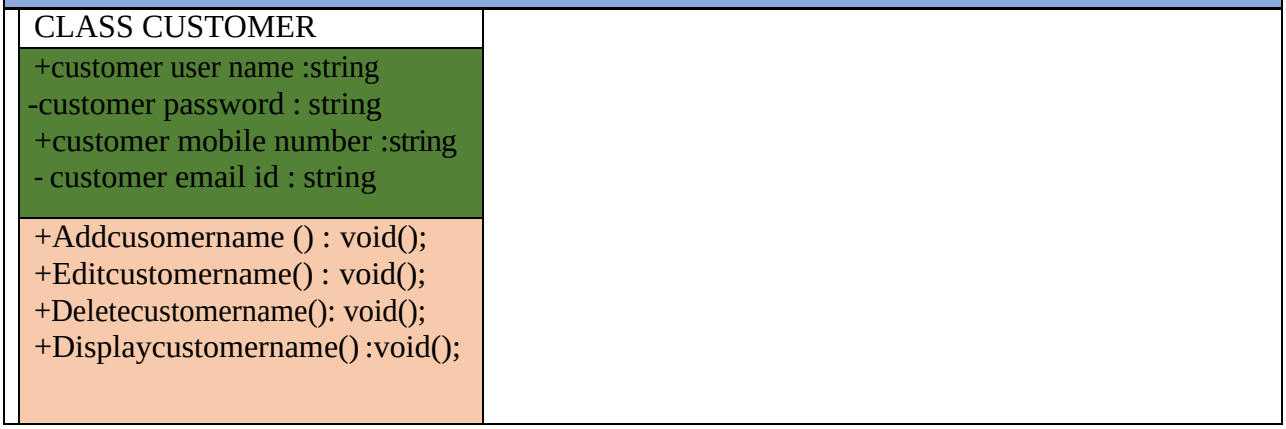
UML:

AMAZON Class Customer:

Code:

```
class Customer
    {
        public string user name;
        private string password;
        publicintmobilenumber;
        public stringemail;

        public static void Addcustomername()
        {
            //TODO
        }
         public static void Editcustomername()
        {
            //TODO
        }
        public static void Deletecustomername()

        {
            //TODO

        }
        public static void Displaycustomername()

        {
            //TODO
        }
    }
```

UML:

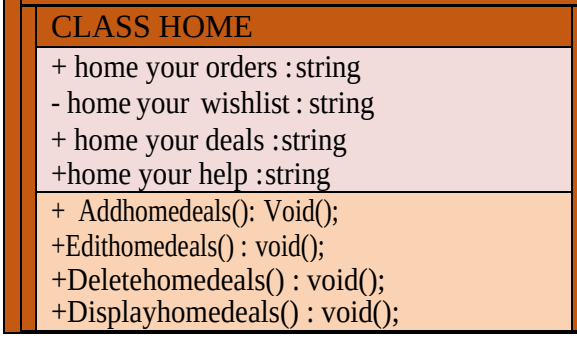


AMAZON CLASS HOME:

Code:

```
class Home:
    {
       Public string your orders;
       private string your wishlist;
       public string deals;
       public  string help;

        public static void Addhomedeals()
       {
          //TODO
       }
        public static void Edithomedeals()
       {
          //TODO
       }
       public static void Deletehomedeals()

       {
          //TODO

       }
       public static void Displayhomedeals()

       {
          //TODO
       }
    }
```

UML:

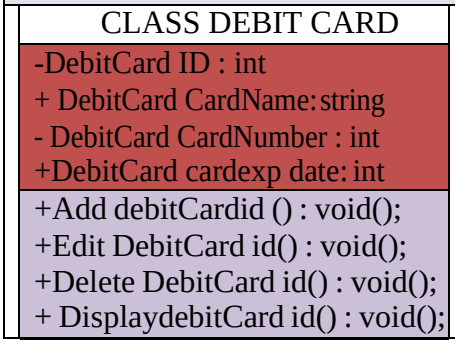


AMAZON CLASS Debit card:

Code:

```
class Debitcard
      {
         private int card ID;
         public string CardName;
         private int CardNumber;
         public int cardexp date;

public static void Adddebitcardid()
{
    //TODO
}
public static void Editdebitcardid()
{
    //TODO
}
public static void Deletedebitcardid()

{
    //TODO
 }
public static void Displaydebitcardid()

{
   //TODO
}
}
```

UML:



Apollo Hospital:

CLASS Patient:

CODE:

```
class patient
      {
         public string Name;
         public string gender;
         public int age;
         public int mobile;

         public static void Addpatientname()
         {
            //TODO
         }
          public static void Editdpatientname()
         {
            //TODO
         }
         public static void Deletepatientname()

         {
            //TODO

         }
         public static void Displaypatientname()

         {
            //TODO
         }
      }
```

UML:

Class paient:

+Public Name : string
+Public gender :string
+Public age: int
+Public mobile : int

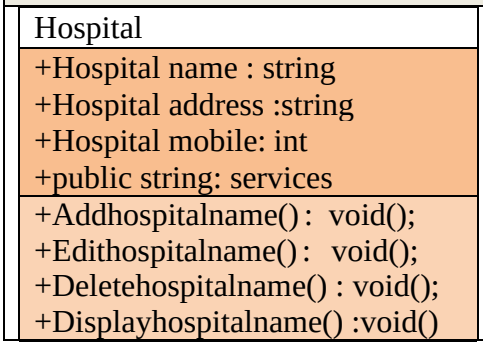
+Addpatientname() : void;
+Editpatientname() : void;
+Deletepatientname() : void;
+Displaypatientname() : void;

Class Hospital:

Code:

```
class hospital
      {
         public string Name;
         public string Address;
         public int mobile;
         public string services;

         public static void AddHospitalname()
         {
            //TODO
         }
          public static void Editdhospitalname()
         {
            //TODO
         }
          public static void Deletehospitalname()
         {
            //TODO
         }
          public static void Displaypatientname()

         {
            //TODO
         }
      }
```

UML:

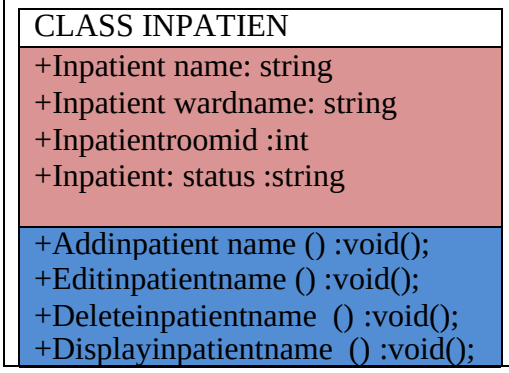


Class Inpatient

Code:

```
class Inpatient
    {
        public string Name;
        public string wardname;
        public int roomid;
        public string status;

        public static void Addinpatientname()
        {
            //TODO
        }
         public static void Editdinpatientname()
        {
            //TODO
        }
        public static void Deleteinpatientname()

        {
            //TODO

        }
        public static void Displayinpatientname()

        {
            //TODO
        }
    }
```

UML:

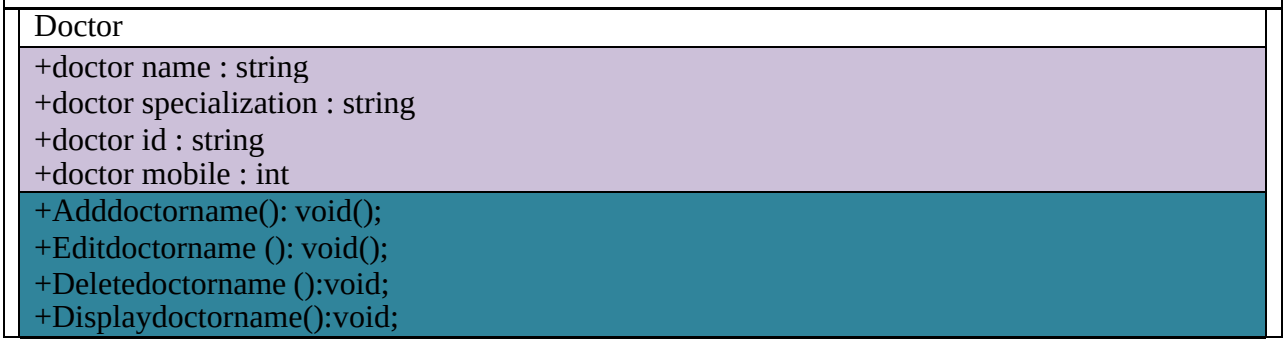


Class Doctor:

Code:

```
class doctor
      {
         public string Name;
         public string specilisation;
         public int doctor id;
         public int doctor mobile;

         public static void Adddoctorname()
         {
            //TODO
         }
          public static void Editdoctoname ()
         {
            //TODO
         }
         public static void Deletedoctorname()

         {
            //TODO

         }
         public static void Displaydoctorname()

         {
            //TODO
         }


      }
```

UML:

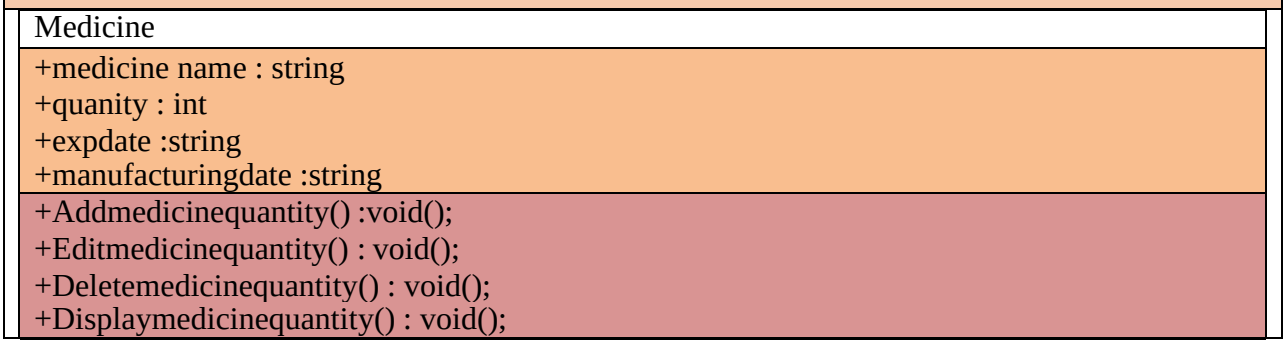


Class Medicine:

Code:

```
class Medicine
{
private string Name;
private int quantity;
private string expdate;
private string manufacturingdate;

public static void Addmedicinequanitity()
{
  //TODO
}
public static void Editdmedicinequantity()
{
  //TODO
}
public static void Deletemedicinequantity()

{
  //TODO
}
public static void Displaymedicinequantity()

{
  //TODO
}

}
```

UML:



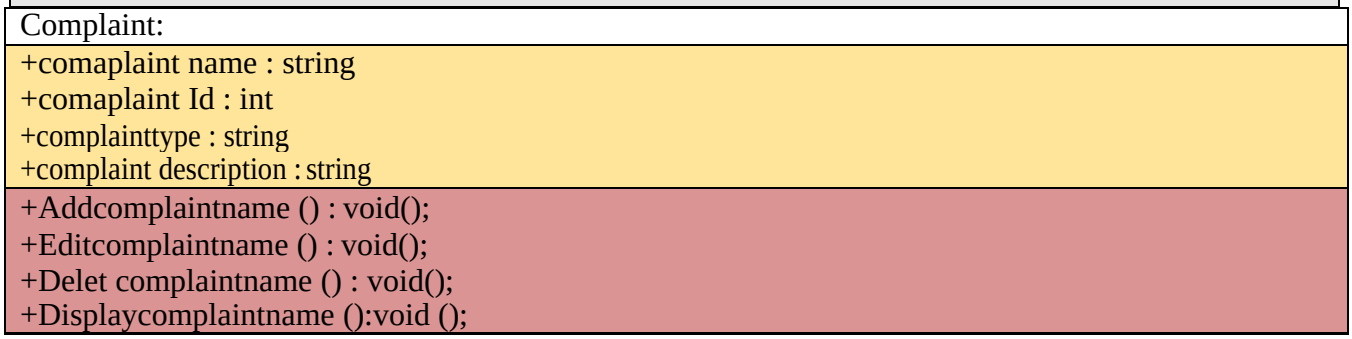
Police Station:

Class Complaints:

code:

```
Class Complaints
{
        public string Complaint Name;
        public int complaint ID;
        public string complaint type;
        public string complaint description;

       public static void Addcomplaintname()
       {
          //TODO
       }
        public static void Editdcomplaintname()
       {
          //TODO
       }
        public static void Deletecomplaintname()

       {
          //TODO
       }
        public static void Displaycomplaintname()

       {
          //TODO
       }

       }
```

UML:

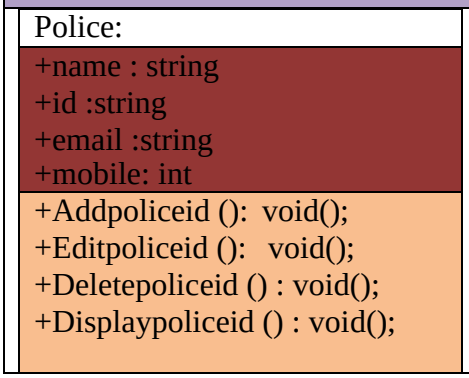


Class police:

Code:

```
Class Complaints
{
        public string police Name;
        public sring police ID;
        public string emailid;
        public int mobile;

public static void Addpoliceid()
        {
           //TODO
        }
 public static void Editpoliceid()
 {
 //TODO
 }
 public static void Deletepoliceid()

 {
 //TODO
 }
 public static void Displaypoliceid()

 {
 //TODO
 }

 }
```

UML:

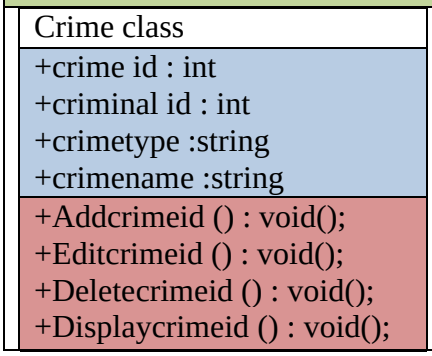


Class crime:

Code:

```
class crime        {
        public int crimeid;
        public int criminal id;
        public string crime type;
        public string crime name;

        public static void Addcrimeid()
        {
           //TODO
        }
         public static void Editcrimeid()
        {
           //TODO
        }
        public static void Deletecrimeid()
        {
          //TODO
         }
        public static void Displaycrimeid()
       {
       //TODO
       }
    }
```

UML:



Class department:

Code:

```
Class departments          {
        public string department Name;
        public int departmentID;
        public string deparment place;
        public string department description;

        public static void Adddepartmentname()
        {
           //TODO
        }
         public static void Editddepartmentname()
        {
           //TODO
        }
         public static void Deletedepartmentname()

        {
           //TODO
        }
         public static void Displaydeparmentname()

        {
           //TODO
         }
}
```

UML:

Class case:

Code:

```
Class case

        Public string case Name;
        public int case ID;
        public case type ;
        public string case description;

        public static void Addcasename()
        {
           //TODO
        }
         public static void Editdcasename()
        {
           //TODO
        }
         public static void Deletecasename()

        {
           //TODO
        }
         public static void Displaycasename()

        {
           //TODO
        }

    }
```

UML: