

CENTRAL SYSTEM

/\*\*

\* Class central\_system

\*/

public class central\_system {

//

// Fields

//

private void product\_name;

private void product\_details;

//

// Constructors

//

public central\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of product\_name

\* @param newVar the new value of product\_name

\*/

private void setProduct\_name (void newVar) {

product\_name = newVar;

}

/\*\*

\* Get the value of product\_name

\* @return the value of product\_name

\*/

private void getProduct\_name () {

return product\_name;

}

/\*\*

\* Set the value of product\_details

\* @param newVar the new value of product\_details

\*/

private void setProduct\_details (void newVar) {

product\_details = newVar;

}

/\*\*

\* Get the value of product\_details

\* @return the value of product\_details

\*/

private void getProduct\_details () {

return product\_details;

}

//

// Other methods

//

/\*\*

\*/

public void print\_bill()

{

}

/\*\*

\*/

public void validate\_card()

{

}

}

CARD HOLDER

/\*\*

\* Class card\_holder

\*/

public class card\_holder {

//

// Fields

//

private void items\_purchassed;

private void credit\_card;

//

// Constructors

//

public card\_holder () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of items\_purchassed

\* @param newVar the new value of items\_purchassed

\*/

private void setItems\_purchassed (void newVar) {

items\_purchassed = newVar;

}

/\*\*

\* Get the value of items\_purchassed

\* @return the value of items\_purchassed

\*/

private void getItems\_purchassed () {

return items\_purchassed;

}

/\*\*

\* Set the value of credit\_card

\* @param newVar the new value of credit\_card

\*/

private void setCredit\_card (void newVar) {

credit\_card = newVar;

}

/\*\*

\* Get the value of credit\_card

\* @return the value of credit\_card

\*/

private void getCredit\_card () {

return credit\_card;

}

//

// Other methods

//

/\*\*

\*/

public void sign\_bill()

{

}

/\*\*

\*/

public void give\_card()

{

}

}

CASHIER

/\*\*

\* Class cashier

\*/

public class cashier {

//

// Fields

//

private void product\_name;

private void cost\_of\_product;

//

// Constructors

//

public cashier () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of product\_name

\* @param newVar the new value of product\_name

\*/

private void setProduct\_name (void newVar) {

product\_name = newVar;

}

/\*\*

\* Get the value of product\_name

\* @return the value of product\_name

\*/

private void getProduct\_name () {

return product\_name;

}

/\*\*

\* Set the value of cost\_of\_product

\* @param newVar the new value of cost\_of\_product

\*/

private void setCost\_of\_product (void newVar) {

cost\_of\_product = newVar;

}

/\*\*

\* Get the value of cost\_of\_product

\* @return the value of cost\_of\_product

\*/

private void getCost\_of\_product () {

return cost\_of\_product;

}

//

// Other methods

//

/\*\*

\*/

public void enter\_amount()

{

}

/\*\*

\*/

public void swipe\_card()

{

}

/\*\*

\*/

public void print\_bill()

{

}

/\*\*

\*/

public void deliver\_product()

{

}

}

