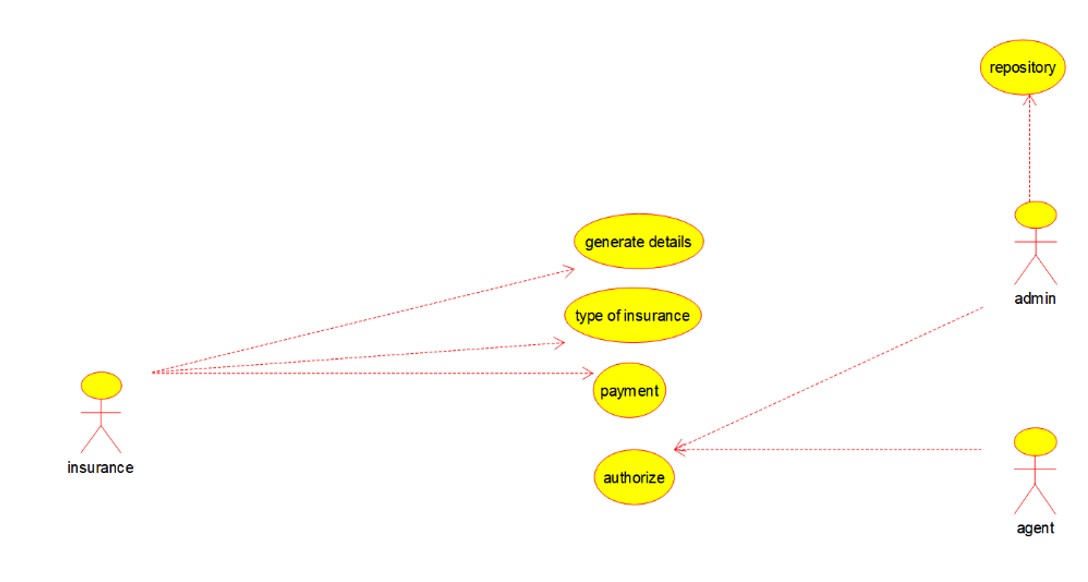
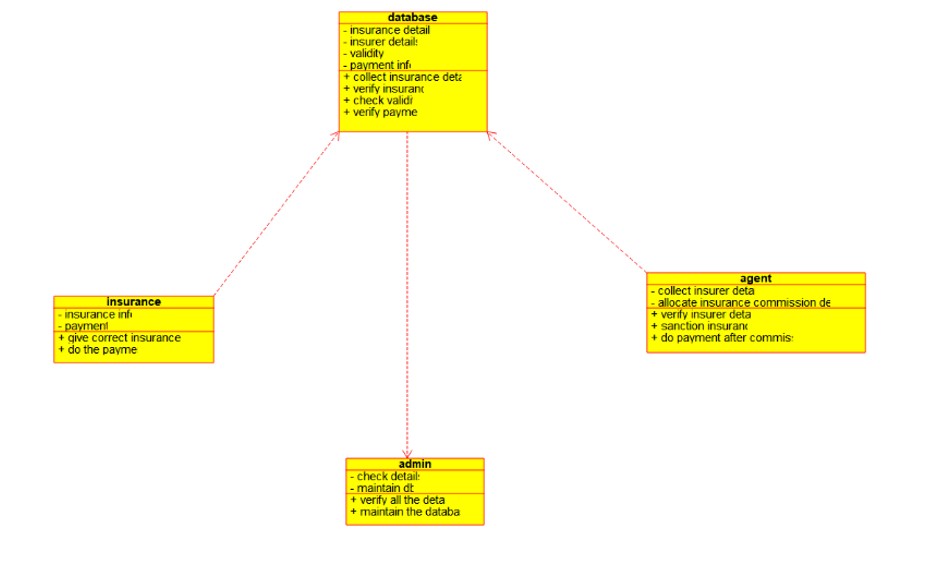
22- ONLINE INSURANCE PROCESSING SYSTEM

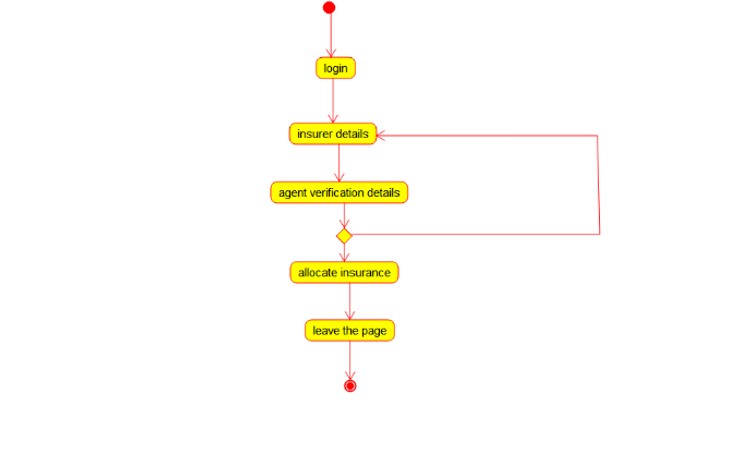
USE CASE DIAGRAM:



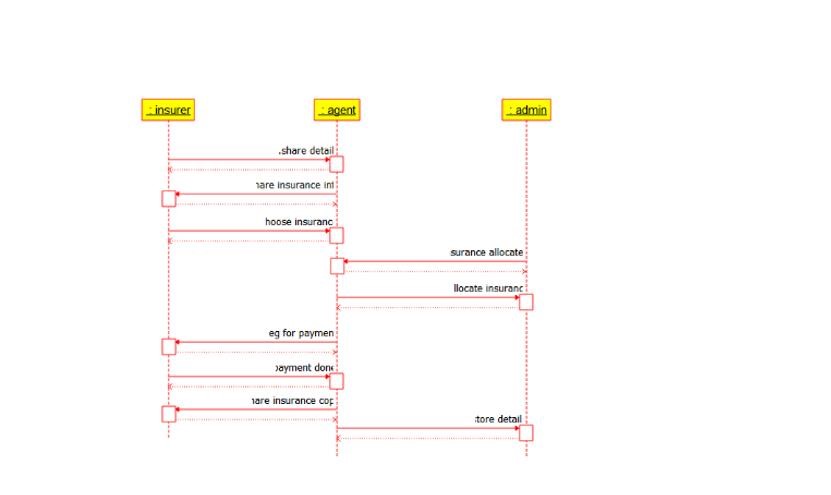
CLASS DIAGRAM:



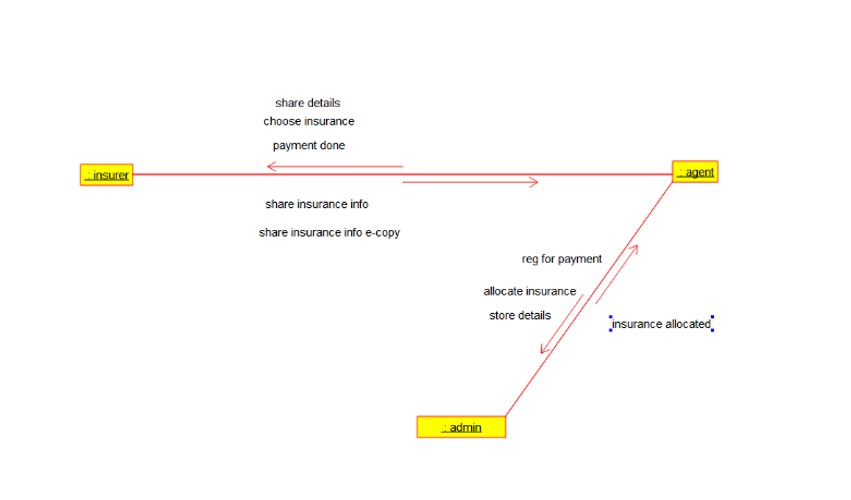
ACTIVITY DIAGRAM:



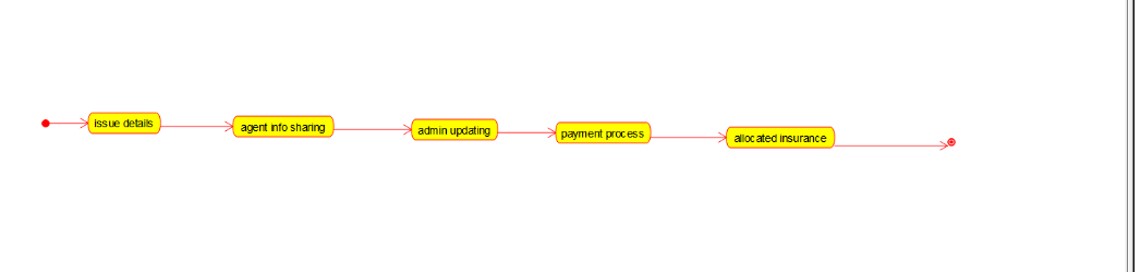
SEQUENCE DIAGRAM:



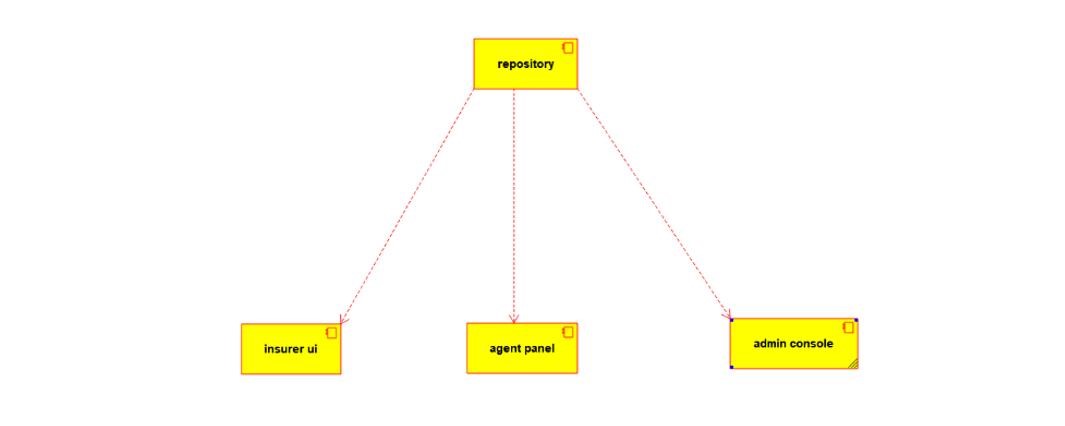
COLLOBORATION DIAGRAM:



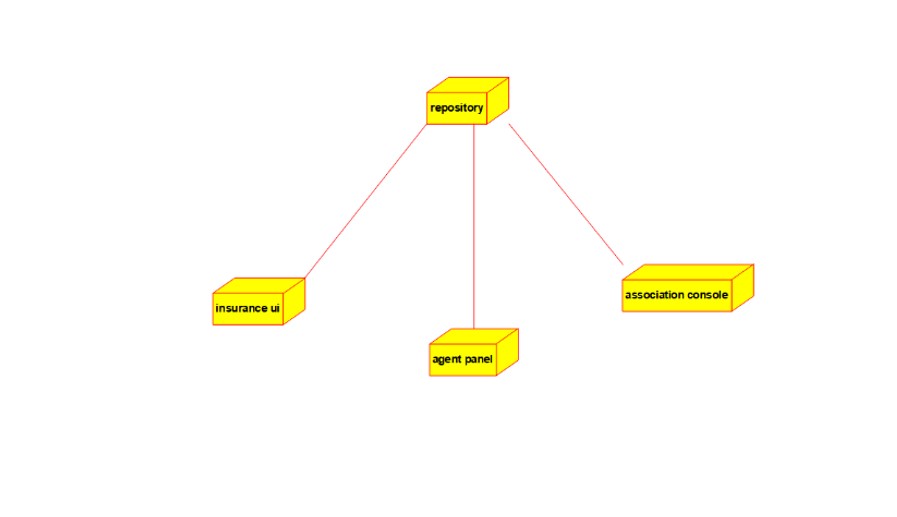
STATE CHART DIAGRAM:



COMPONENET DIAGRAM:



DEPLOYMENT DIAGRAM:



CODE:

/\*\*

\* Class admin

\*/

public class admin {

//

// Fields

//

private void check\_details; private void maintain\_db;

//

// Constructors

//

public admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of check\_details
* @param newVar the new value of check\_details \*/

private void setCheck\_details (void newVar) { check\_details = newVar;

}

/\*\*

* Get the value of check\_details
* @return the value of check\_details

\*/

private void getCheck\_details () { return check\_details;

}

/\*\*

* Set the value of maintain\_db
* @param newVar the new value of maintain\_db

\*/

private void setMaintain\_db (void newVar) { maintain\_db = newVar;

}

/\*\*

* Get the value of maintain\_db
* @return the value of maintain\_db

\*/

private void getMaintain\_db () { return maintain\_db;

}

//

// Other methods

//

/\*\*

\*/

public void verify\_all\_the\_details()

{

}

/\*\*

\*/

public void maintain\_the\_database()

{

}

}

/\*\*

\* Class agent

\*/ public class agent {

//

// Fields

//

private void collect\_insurer\_details; private void allocate\_insurance\_commission\_details;

//

// Constructors

//

public agent () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of collect\_insurer\_details
* @param newVar the new value of collect\_insurer\_details

\*/

private void setCollect\_insurer\_details (void newVar) { collect\_insurer\_details = newVar;

}

/\*\*

* Get the value of collect\_insurer\_details
* @return the value of collect\_insurer\_details

\*/

private void getCollect\_insurer\_details () { return collect\_insurer\_details;

}

/\*\*

* Set the value of allocate\_insurance\_commission\_details
* @param newVar the new value of allocate\_insurance\_commission\_details

\*/

private void setAllocate\_insurance\_commission\_details (void newVar) { allocate\_insurance\_commission\_details = newVar;

}

/\*\*

* Get the value of allocate\_insurance\_commission\_details
* @return the value of allocate\_insurance\_commission\_details

\*/

private void getAllocate\_insurance\_commission\_details () { return allocate\_insurance\_commission\_details;

}

//

// Other methods

//

/\*\*

\*/

public void verify\_insurer\_details()

{

}

/\*\*

\*/

public void sanction\_insurance()

{

}

/\*\*

\*/

public void do\_payment\_after\_commission()

{

}

}

/\*\*

\* Class database

\*/

public class database {

//

// Fields

//

private void insurance\_details; private void insurer\_details; private void validity; private void payment\_info;

//

// Constructors

//

public database () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of insurance\_details
* @param newVar the new value of insurance\_details

\*/

private void setInsurance\_details (void newVar) { insurance\_details = newVar;

}

/\*\*

* Get the value of insurance\_details
* @return the value of insurance\_details

\*/

private void getInsurance\_details () { return insurance\_details;

}

/\*\*

* Set the value of insurer\_details
* @param newVar the new value of insurer\_details

\*/

private void setInsurer\_details (void newVar) { insurer\_details = newVar;

}

/\*\*

* Get the value of insurer\_details
* @return the value of insurer\_details

\*/

private void getInsurer\_details () { return insurer\_details;

}

/\*\*

* Set the value of validity
* @param newVar the new value of validity

\*/

private void setValidity (void newVar) { validity = newVar;

}

/\*\*

* Get the value of validity
* @return the value of validity

\*/

private void getValidity () { return validity;

}

/\*\*

* Set the value of payment\_info
* @param newVar the new value of payment\_info

\*/

private void setPayment\_info (void newVar) { payment\_info = newVar;

}

/\*\*

* Get the value of payment\_info
* @return the value of payment\_info

\*/

private void getPayment\_info () { return payment\_info;

}

//

// Other methods

//

/\*\*

\*/

public void collect\_insurance\_details()

{

}

/\*\*

\*/

public void verify\_insurance()

{

}

/\*\*

\*/

public void check\_validity()

{

}

/\*\*

\*/

public void verify\_payment()

{

}

}

/\*\*

\* Class insurance

\*/

public class insurance {

//

// Fields

//

private void insurance\_info; private void payment;

//

// Constructors

//

public insurance () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of insurance\_info
* @param newVar the new value of insurance\_info

\*/

private void setInsurance\_info (void newVar) { insurance\_info = newVar;

}

/\*\*

* Get the value of insurance\_info
* @return the value of insurance\_info

\*/

private void getInsurance\_info () { return insurance\_info;

}

/\*\*

* Set the value of payment
* @param newVar the new value of payment

\*/

private void setPayment (void newVar) { payment = newVar;

}

/\*\*

* Get the value of payment
* @return the value of payment

\*/

private void getPayment () { return payment;

}

//

// Other methods

//

/\*\*

\*/

public void give\_correct\_insurance\_info()

{

}

/\*\*

\*/

public void do\_the\_payment()

{

}

}