using System;

using System.Collections.Generic;

class User

{

private bool role;

private string loginId;

private string password;

public User(bool role, string loginId, string password)

{

this.role = role;

this.loginId = loginId;

this.password = password;

}

public bool VerifyUser()

{

// Logic to verify user

// For this example, let's just return true for demonstration purposes.

return true;

}

}

class Customer : User

{

private string Id;

private string address;

private string phone;

private string Email;

public Customer(bool role, string loginId, string password, string Id, string address, string phone, string Email)

: base(role, loginId, password)

{

this.Id = Id;

this.address = address;

this.phone = phone;

this.Email = Email;

}

public void Login()

{

// Logic for customer login

}

public void Register()

{

// Logic for customer registration

}

public void UpdateProfile()

{

// Logic to update customer profile

}

}

class Seller : User

{

private string Id;

private string address;

private string phone;

private int sellerRating;

public Seller(bool role, string loginId, string password, string Id, string address, string phone, int sellerRating)

: base(role, loginId, password)

{

this.Id = Id;

this.address = address;

this.phone = phone;

this.sellerRating = sellerRating;

}

public void Login()

{

// Logic for seller login

}

public void Register()

{

// Logic for seller registration

}

public void UpdateProfile()

{

// Logic to update seller profile

}

}

class Payments

{

private string Id;

private string orderId;

private bool paid;

private int total;

private string details;

public void SendOtp()

{

// Logic to send OTP

}

public void ConfirmTransaction()

{

// Logic to confirm transaction

}

public string GetPaymentDetails()

{

// Logic to get payment details

return details;

}

public void MakeTransaction()

{

// Logic to make transaction

}

}

class Product

{

private string productID;

private string productName;

private string sellerID;

private DateTime postedDate;

public void AddToCart()

{

// Logic to add product to cart

}

public void SellProduct()

{

// Logic to sell product

}

public string GetProductDetails()

{

// Logic to get product details

return productName;

}

public void BuyProduct()

{

// Logic to buy product

}

}

class ShoppingCart

{

private DateTime created;

public void AddCartItem()

{

// Logic to add item to cart

}

public void CheckOut()

{

// Logic to check out items

}

public void ViewCartDetails()

{

// Logic to view cart details

}

public void UpdateQuantity()

{

// Logic to update item quantity

}

}

class Reviews

{

private string reviewID;

private string customerID;

private string reviewContent;

private int rating;

private string parentID;

private string productID;

public void AddReview()

{

// Logic to add review

}

public void DeleteReview()

{

// Logic to delete review

}

public void EditReview()

{

// Logic to edit review

}

}

class Orders

{

private string id;

private string sellerID;

private string customerID;

private string productID;

private string totalAmount;

private DateTime orderDate;

private string address;

private DateTime deliveredDate;

private string deliveryStatus;

public void PlaceOrder()

{

// Logic to place order

}

}

class Program

{

static void Main(string[] args)

{

// Example usage of the classes and their methods

Customer customer = new Customer(true, "customer123", "password123", "C123", "123 Main St", "555-1234", "customer@example.com");

customer.Login();

customer.Register();

customer.UpdateProfile();

Seller seller = new Seller(true, "seller456", "password456", "S456", "456 Market St", "555-5678", 4);

seller.Login();

seller.Register();

seller.UpdateProfile();

Product product = new Product();

product.AddToCart();

product.SellProduct();

product.GetProductDetails();

product.BuyProduct();

ShoppingCart cart = new ShoppingCart();

cart.AddCartItem();

cart.CheckOut();

cart.ViewCartDetails();

cart.UpdateQuantity();

Reviews review = new Reviews();

review.AddReview();

review.DeleteReview();

review.EditReview();

Orders order = new Orders();

order.PlaceOrder();

}

}