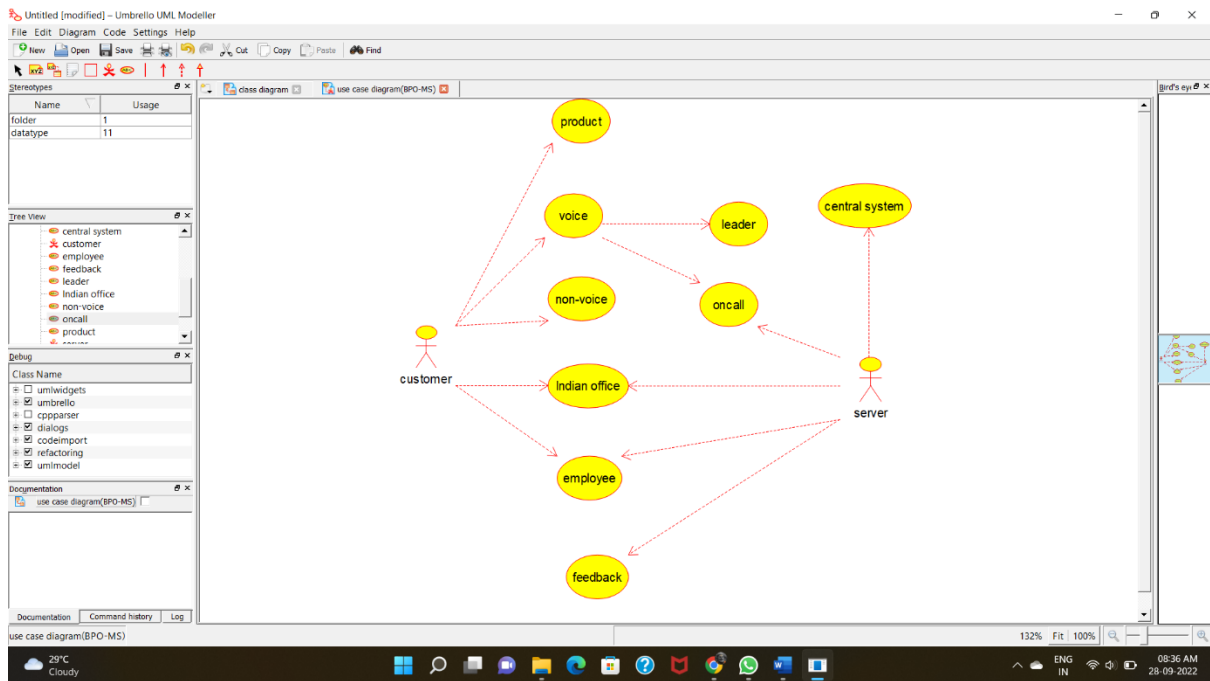
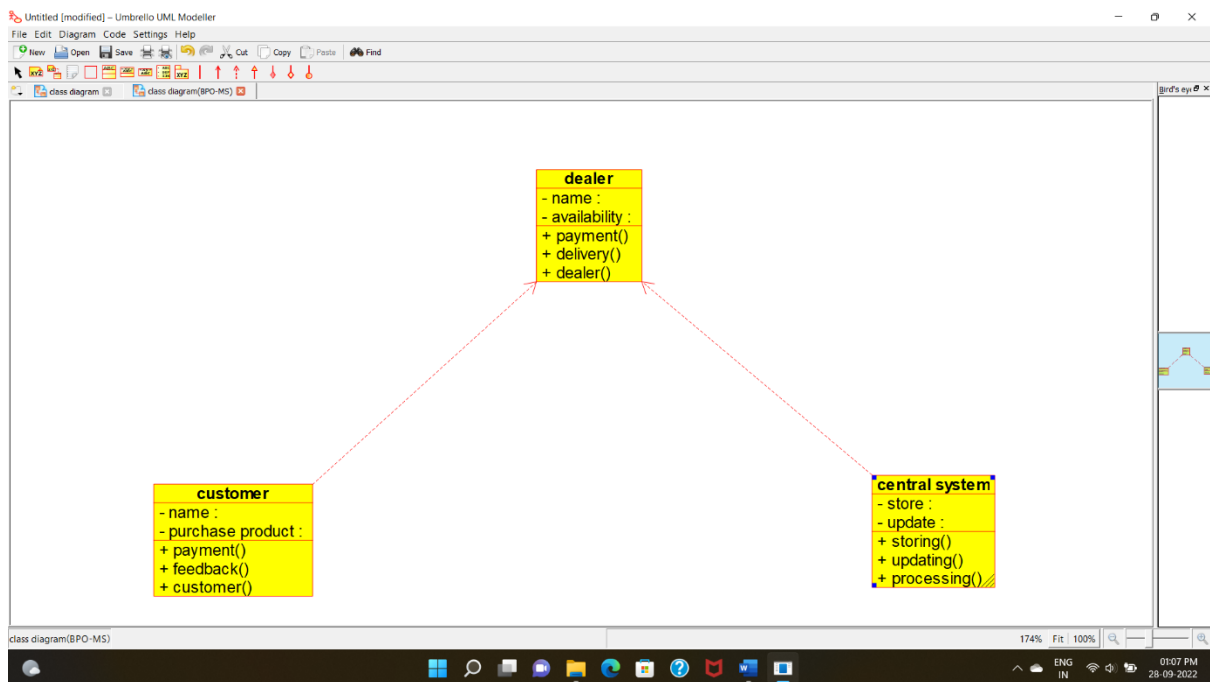
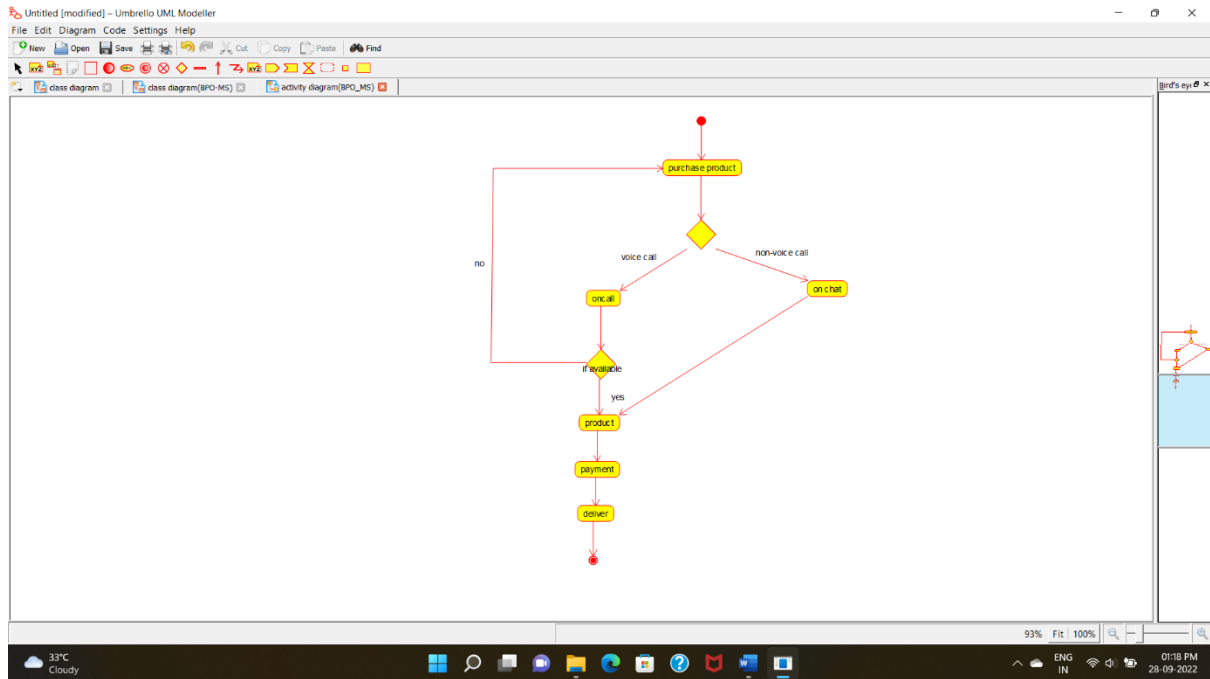
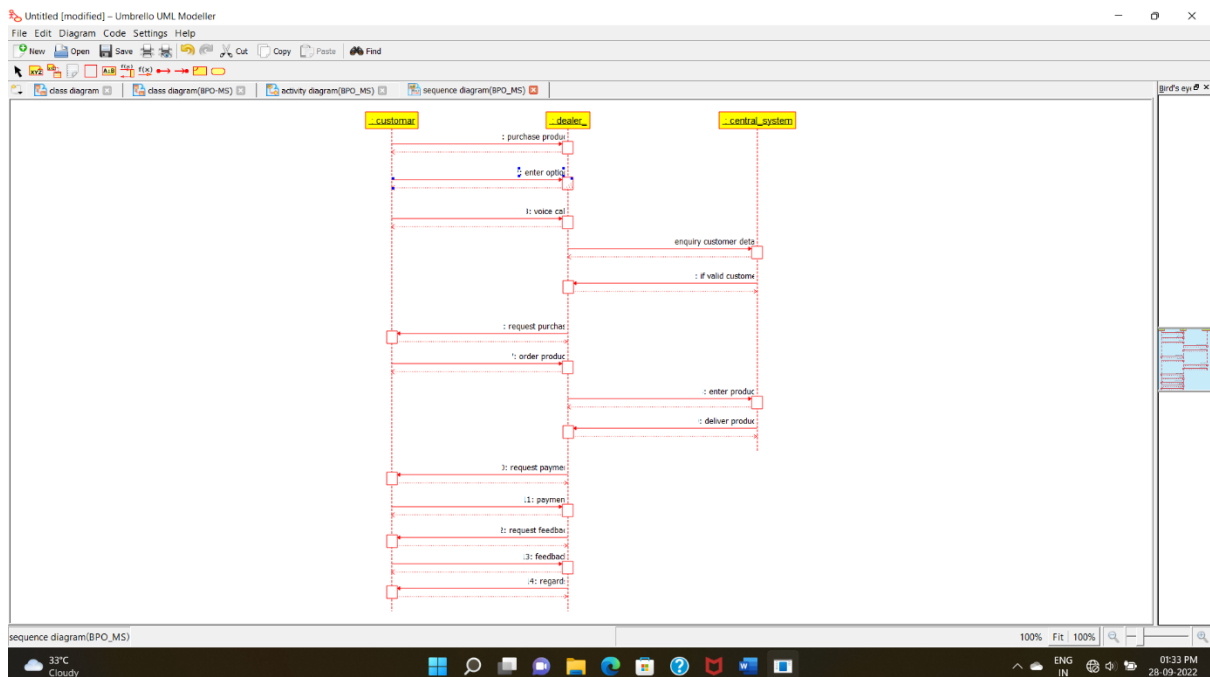


USECASE DIAGRAM:**CLASS DIAGRAM:**

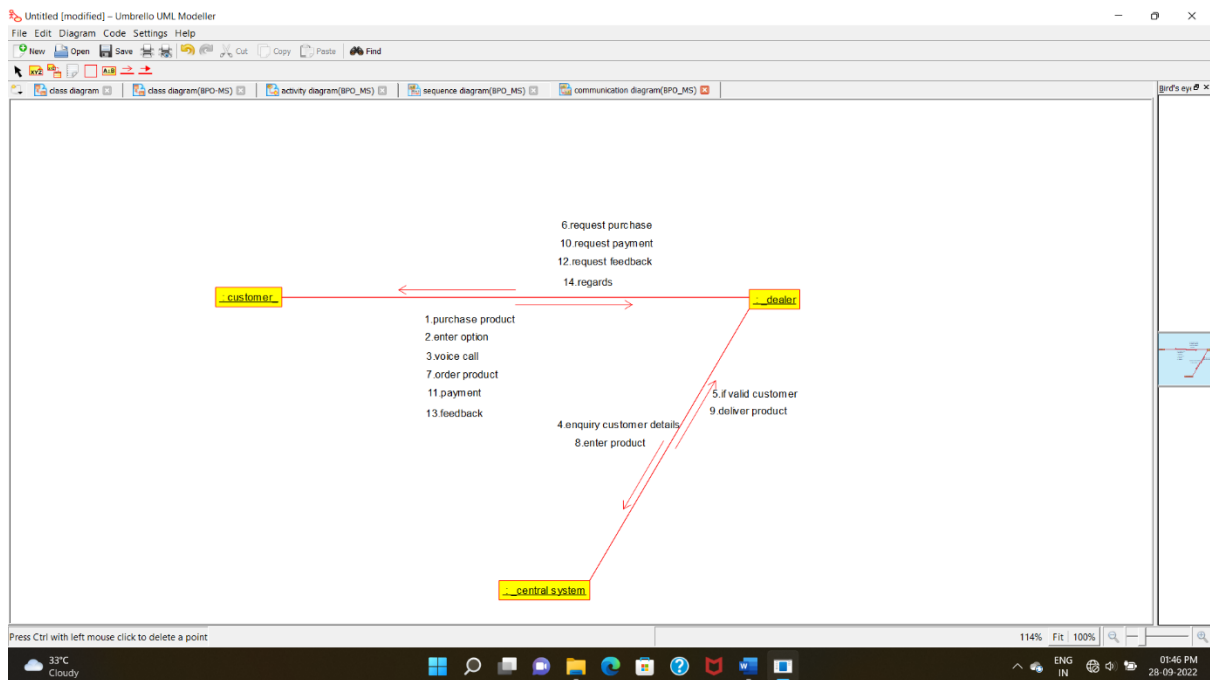
ACTIVITY DIAGRAM:



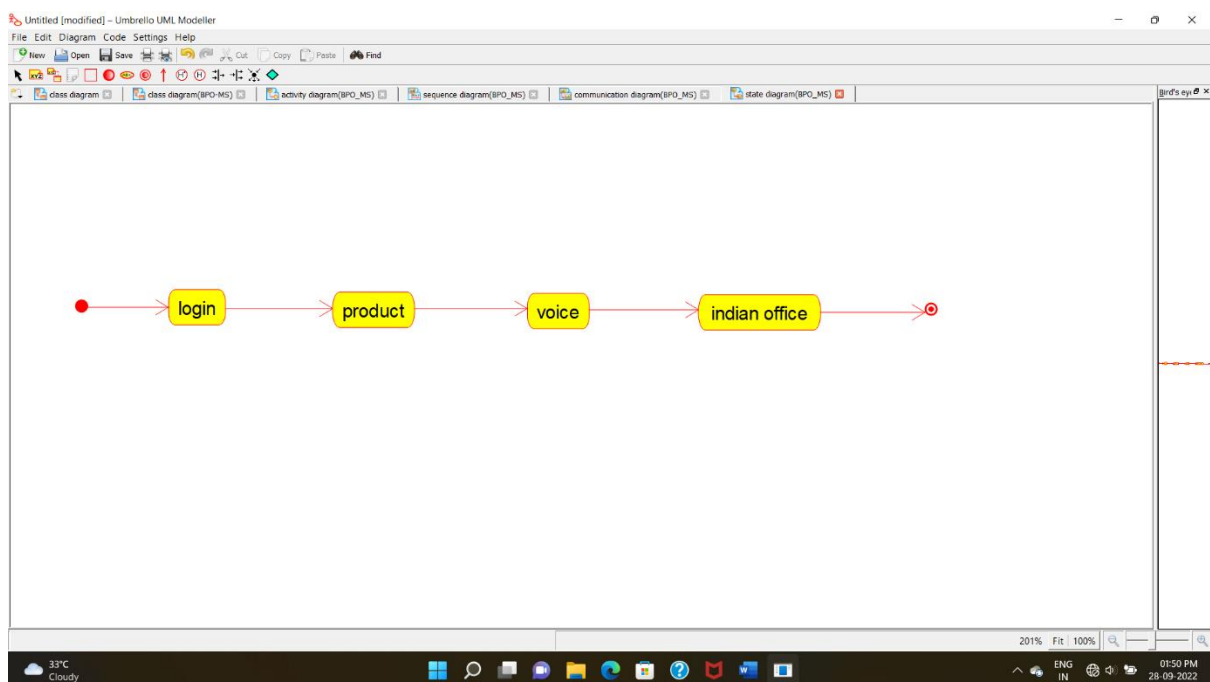
SEQUENCE DIAGRAM:



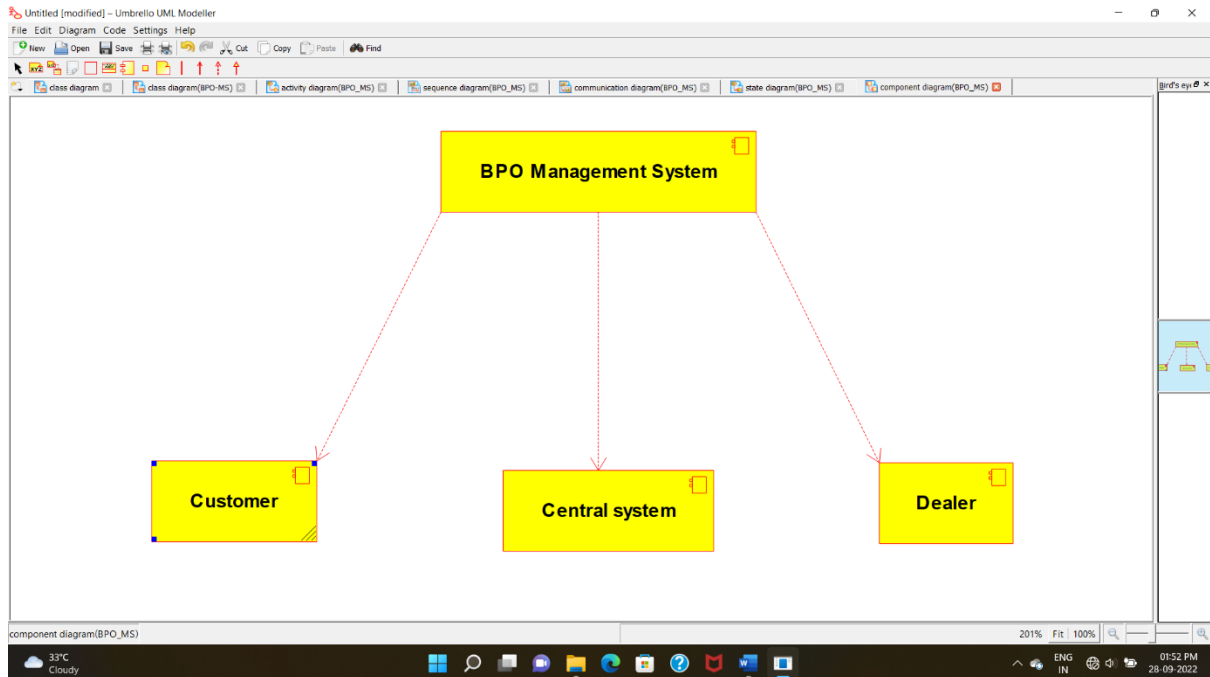
COLLABORATION DIAGRAM:



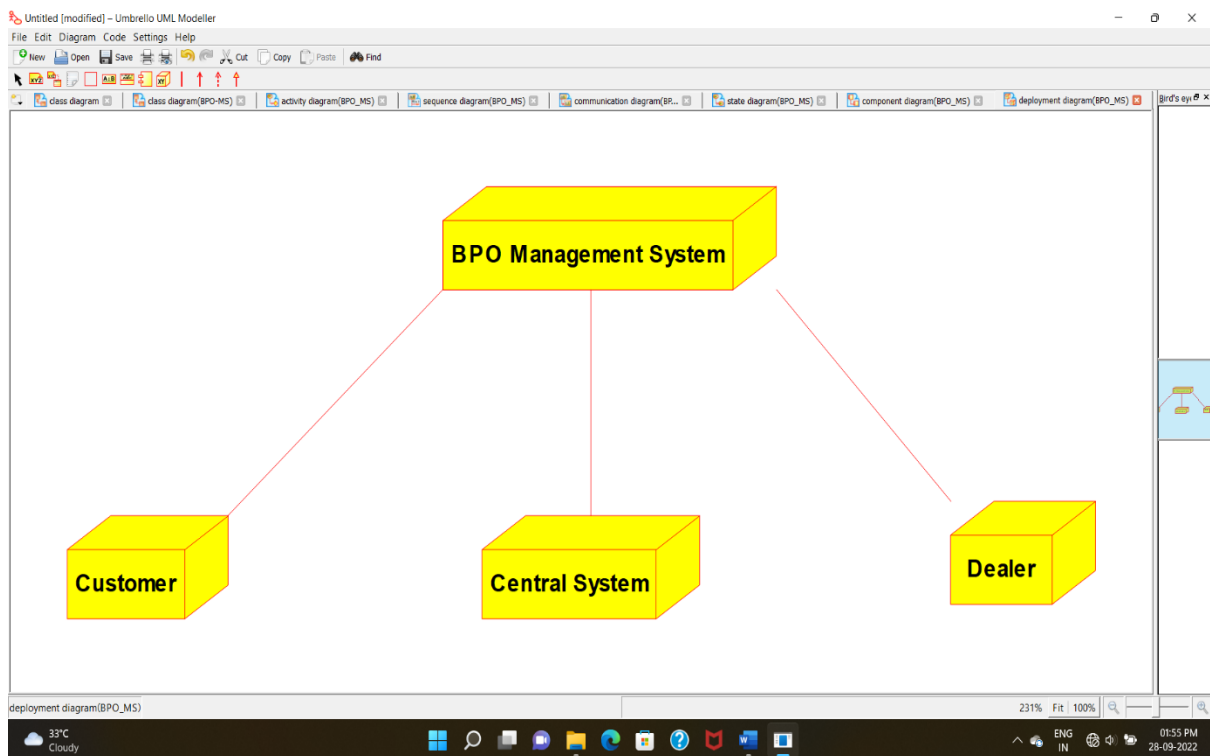
STATECHART DIAGRAM:



COMPONENT DIAGRAM:



DEPLOYMENT DIAGRAM:



PROGRAM CODING:

CENTRAL SYSTEM:

```
/**  
 * Class central_system  
 */  
public class central_system {  
  
    //  
    // Fields  
    //  
  
    private void store;  
    private void update;  
  
    //  
    // Constructors  
    //  
    public central_system () { };  
  
    //  
    // Methods  
    //  
  
    //  
    // Accessor methods  
    //  
  
/**  
 * Set the value of store  
 * @param newVar the new value of store
```

```

*/
private void setStore (void newVar) {
    store = newVar;
}

/**
 * Get the value of store
 * @return the value of store
 */
private void getStore () {
    return store;
}

/**
 * Set the value of update
 * @param newVar the new value of update
 */
private void setUpdate (void newVar) {
    update = newVar;
}

/**
 * Get the value of update
 * @return the value of update
 */
private void getUpdate () {
    return update;
}

//
// Other methods

```

```
//
```

```
/**
```

```
*/
```

```
public void storing()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
public void updating()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
public void processing()
```

```
{
```

```
}
```

```
}
```

CUSTOMER:

```
/**
```

```
* Class customer
```

```
*/
```

```
public class customer {
```

```
//  
// Fields  
//  
  
private void name;  
private void purchase_product;  
  
//  
// Constructors  
//  
public customer () { };  
  
//  
// Methods  
//  
  
//  
// Accessor methods  
//  
  
/**  
 * Set the value of name  
 * @param newVar the new value of name  
 */  
private void setName (void newVar) {  
    name = newVar;  
}  
  
/**  
 * Get the value of name
```



```
* @return the value of name
*/
private void getName () {
    return name;
}

/**
 * Set the value of purchase_product
 * @param newVar the new value of purchase_product
 */
private void setPurchase_product (void newVar) {
    purchase_product = newVar;
}

/**
 * Get the value of purchase_product
 * @return the value of purchase_product
 */
private void getPurchase_product () {
    return purchase_product;
}

//
// Other methods
//

/**
 */
public void payment()
{
}
```

```
/**
 */
public void feedback()
{
}
```

```
/**
 */
public void customer()
{
}
```

```
}
```

DEALER:

```
/**
 * Class dealer
 */
public class dealer {
```

```
//
// Fields
//
```

```
private void name;
private void availability;
```

```
//  
// Constructors  
//  
public dealer () { };  
  
//  
// Methods  
//  
  
//  
// Accessor methods  
//  
  
/**  
 * Set the value of name  
 * @param newVar the new value of name  
 */  
private void setName (void newVar) {  
    name = newVar;  
}  
  
/**  
 * Get the value of name  
 * @return the value of name  
 */  
private void getName () {  
    return name;  
}
```

```
/**
 * Set the value of availability
 * @param newVar the new value of availability
 */
private void setAvailability (void newVar) {
    availability = newVar;
}
```

```
/**
 * Get the value of availability
 * @return the value of availability
 */
private void getAvailability () {
    return availability;
}
```

```
//
// Other methods
//
```

```
/**
 */
public void payment()
{
}
```

```
/**
 */
public void delivery()
{
```

```
}
```

```
/**
```

```
*/
```

```
public void dealer()
```

```
{
```

```
}
```

```
}
```