-: C Sharp Classes Creation:-

**Customer.cs:-**

using System;

using System.Collections.Generic;

using System.Text;

namespace OyoHotelBookingsProject

{

internal class Customer

{

private int customerId;

private string customerName;

private long contactNo;

private string address;

private string gender;

private long idProof;

private string city;

public Customer(int customerId, string customerName, long contactNo, string address, string gender, long idProof, string city)

{

this.customerId = customerId;

this.customerName = customerName;

this.contactNo = contactNo;

this.address = address;

this.gender = gender;

this.idProof = idProof;

this.city = city;

}

public Customer()

{

}

public int CustomerId { get { return customerId; }

set { customerId = value; }

}

public string CustomerName { get { return customerName; }

set { customerName = value; }

}

public long ContactNo { get { return contactNo; }

set { contactNo = value; }

}

public string Address { get { return address; }

set { address = value; }

}

public string Gender { get { return gender; }

set { gender = value; }

}

public long IdProof { set { idProof = value; }

get { return idProof; }

}

public string City

{

set { city = value; }

get { return city; }

}

}

}

**HotelBooking.cs:-**

using System;

using System.Collections.Generic;

using System.Text;

namespace OyoHotelBookingsProject

{

internal class HotelBooking

{

private int bookingId;

private int customerId;

private string hotelName;

private int roomId;

private DateTime bookingDate;

private DateTime checkIn;

private DateTime checkOut;

private string status;

public HotelBooking(int bookingId, int customerId,string hotelName, int roomId, DateTime bookingDate,DateTime checkIn, DateTime checkOut, string status)

{

this.bookingId = bookingId;

this.customerId = customerId;

this.hotelName = hotelName;

this.roomId = roomId;

this.bookingDate = bookingDate;

this.checkIn = checkIn;

this.checkOut = checkOut;

this.status = status;

}

public HotelBooking()

{

}

public int BookingId { get { return bookingId; }

set { bookingId = value; }

}

public int CustomerId { get { return customerId; }

set { customerId = value; }

}

public string HotelName

{

set { hotelName = value; }

get { return hotelName; }

}

public int RoomId { set { roomId = value; }

get { return roomId; }

}

public DateTime BookingDate

{

set { bookingDate = value; }

get { return bookingDate; }

}

public DateTime CheckIn

{

get { return checkIn; }

set { checkIn = value; }

}

public DateTime CheckOut { get { return checkOut; }

set { checkOut = value; }

}

public string Status

{

get { return status; }

set { status = value; }

}

}

}

**Location.cs:-**

using System;

using System.Collections.Generic;

using System.Text;

namespace OyoHotelBookingsProject

{

internal class Location

{

private int hotelId;

private string hotelName;

private string streetAddress;

private string city;

private string state;

private long pinCode;

private string countryName;

public Location()

{

}

public Location(int hotelId,string hotelName,string streetAddress,string city,string state,long pinCode,string countryName)

{

this.hotelId = hotelId;

this.hotelName = hotelName;

this.streetAddress = streetAddress;

this.city = city;

this.state = state;

this.pinCode = pinCode;

this.countryName = countryName;

}

public int HotelId

{

get { return hotelId; }

set { hotelId = value; }

}

public string HotelName

{

get { return hotelName; }

set { hotelName = value; }

}

public string StreetAddress

{

get { return streetAddress; }

set { streetAddress = value; }

}

public string City {

get { return city; }

set { city = value; }

}

public string State { get { return state; }

set { state = value; } }

public long PinCode

{

set { pinCode = value; }

get { return pinCode; }

}

public string CountryName { get { return countryName; }

set { countryName = value; }

}

}

}

**Payments.cs:-**

using System;

using System.Collections.Generic;

using System.Text;

namespace OyoHotelBookingsProject

{

internal class Payments

{

private int paymentId;

private int bookingId;

private float amount;

private string paymentType;

private string paymentStatus;

private DateTime paymentDate;

public Payments()

{

}

public Payments(int paymentId,int bookingId, float amount, string paymentType, string paymentStatus, DateTime paymentDate)

{

this.paymentId = paymentId;

this.bookingId = bookingId;

this.amount = amount;

this.paymentType = paymentType;

this.paymentStatus = paymentStatus;

this.paymentDate = paymentDate;

}

public int PaymentId { get { return paymentId; }

set { paymentId = value; }

}

public int BookingId { get { return bookingId; }

set { bookingId = value; }

}

public float Amount { get { return amount; }

set { amount = value; }

}

public string PaymentType { get { return paymentType; }

set { paymentType = value; }

}

public DateTime PaymentDate { get { return paymentDate; }

set { paymentDate = value; }

}

public string PaymentStatus { get { return paymentStatus; }

set { paymentStatus = value; }

}

}

}

**Rooms.cs:-**

using System;

using System.Collections.Generic;

using System.Text;

namespace OyoHotelBookingsProject

{

internal class Rooms

{

private int roomId;

private int bookingId;

private int roomTypeId;

private string roomType;

private string roomStatus;

private int roomNo;

public Rooms()

{

}

public Rooms(int roomId, int bookingId, int roomTypeId, string roomType, string roomStatus, int roomNo)

{

this.roomId = roomId;

this.bookingId=bookingId;

this.roomTypeId = roomTypeId;

this.roomType = roomType;

this.roomStatus = roomStatus;

this.roomNo = roomNo;

}

public int RoomId { get { return roomId; }

set { roomId = value; }

}

public int BookingId { get { return bookingId; }

set { bookingId = value; }

}

public int RoomTypeId { get { return roomTypeId; }

set { roomTypeId = value; }

}

public string RoomType

{

get { return roomType; }

set { roomType = value; }

}

public string RoomStatus

{

get { return roomStatus; }

set { roomStatus = value; }

}

public int RoomNo

{

get { return roomNo; }

set { roomNo = value; }

}

}

}