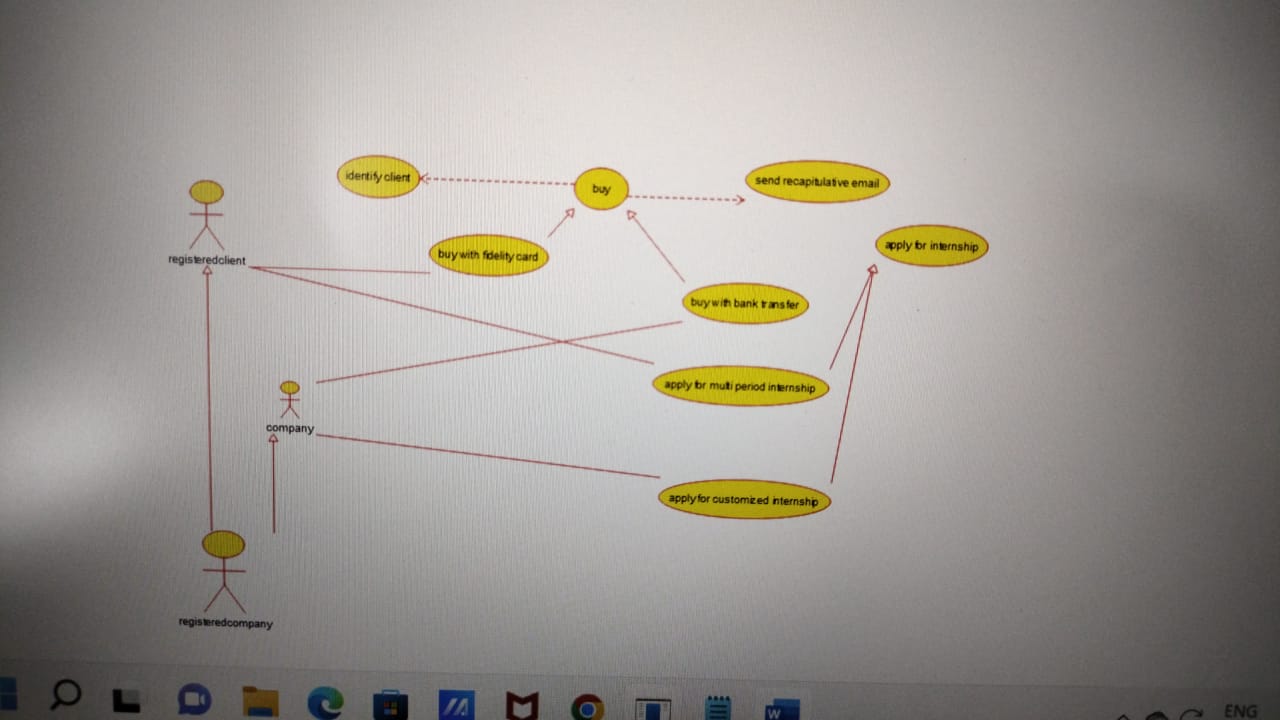
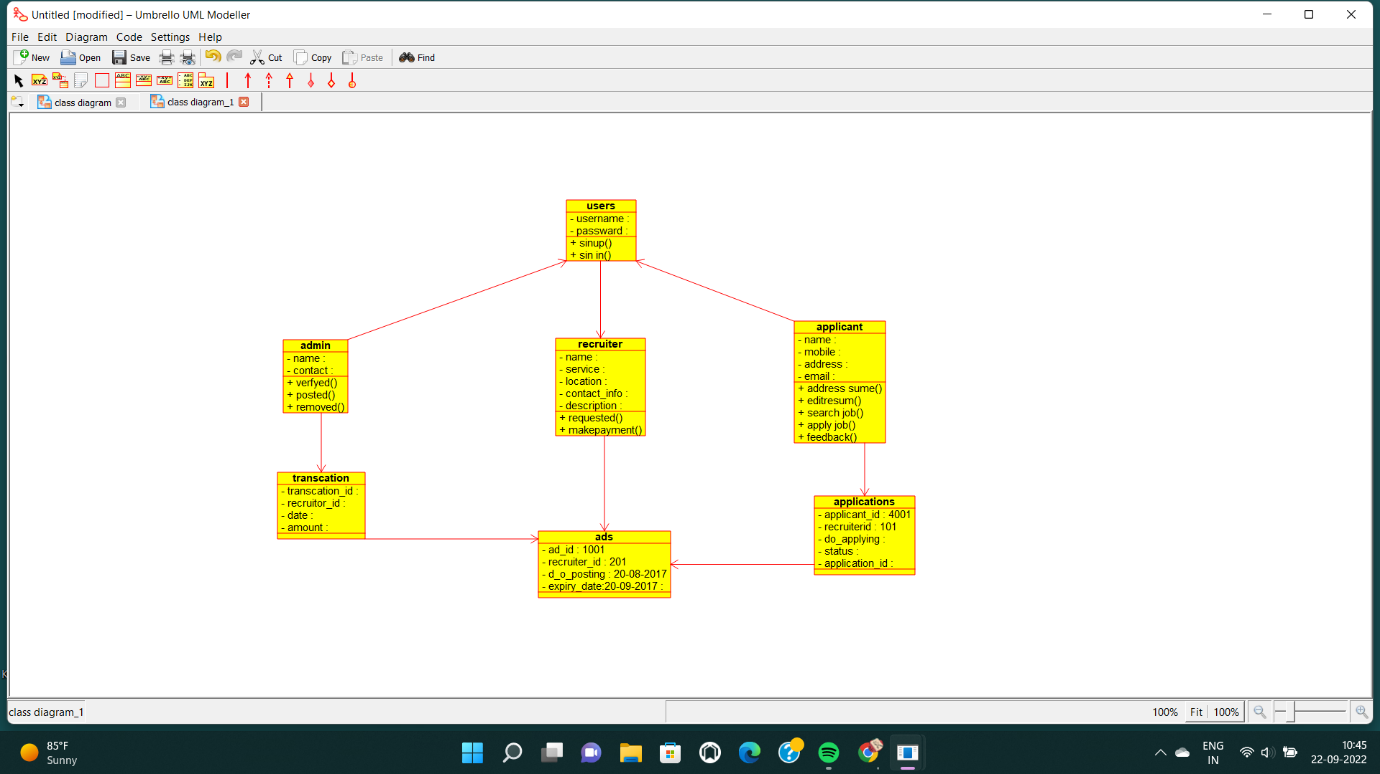
16.intenship registration system

Use case diagram



Class diagram



Source code

#include "1001.h"

// Constructors/Destructors

//

1001::1001 () {

}

1001::~1001 () { }

//

// Methods

//

// Accessor methods

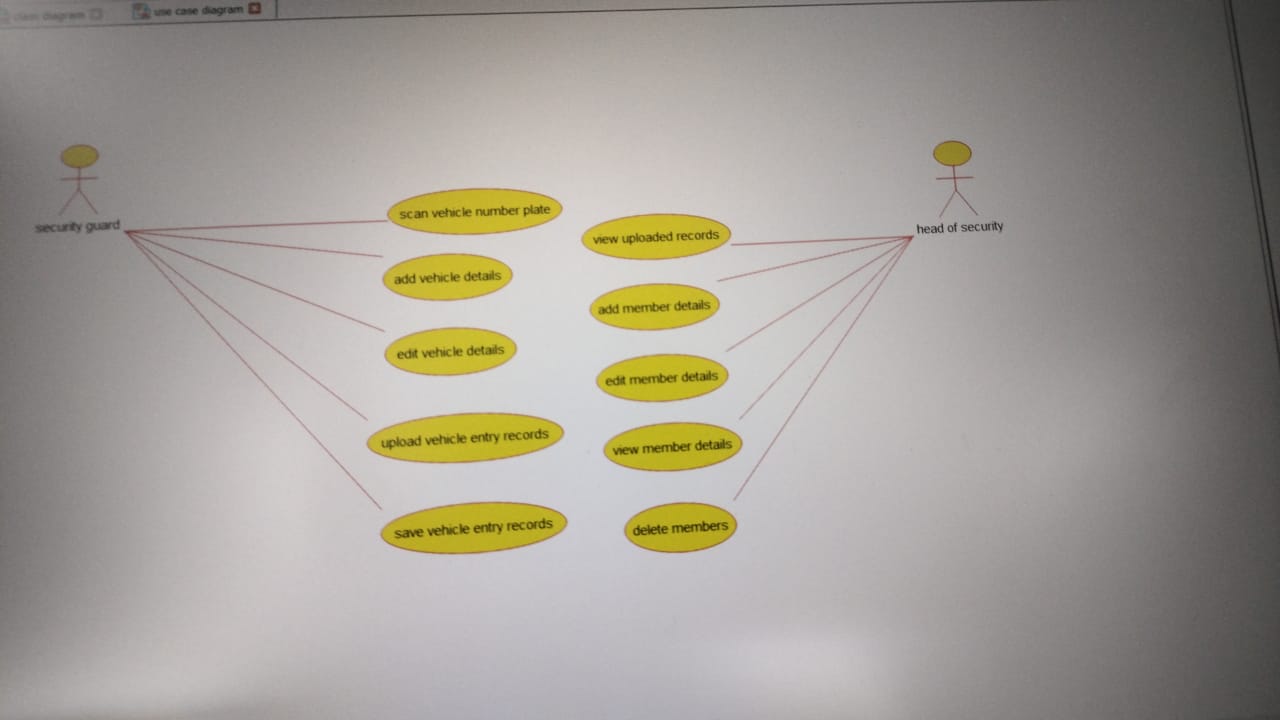
//

// Other methods

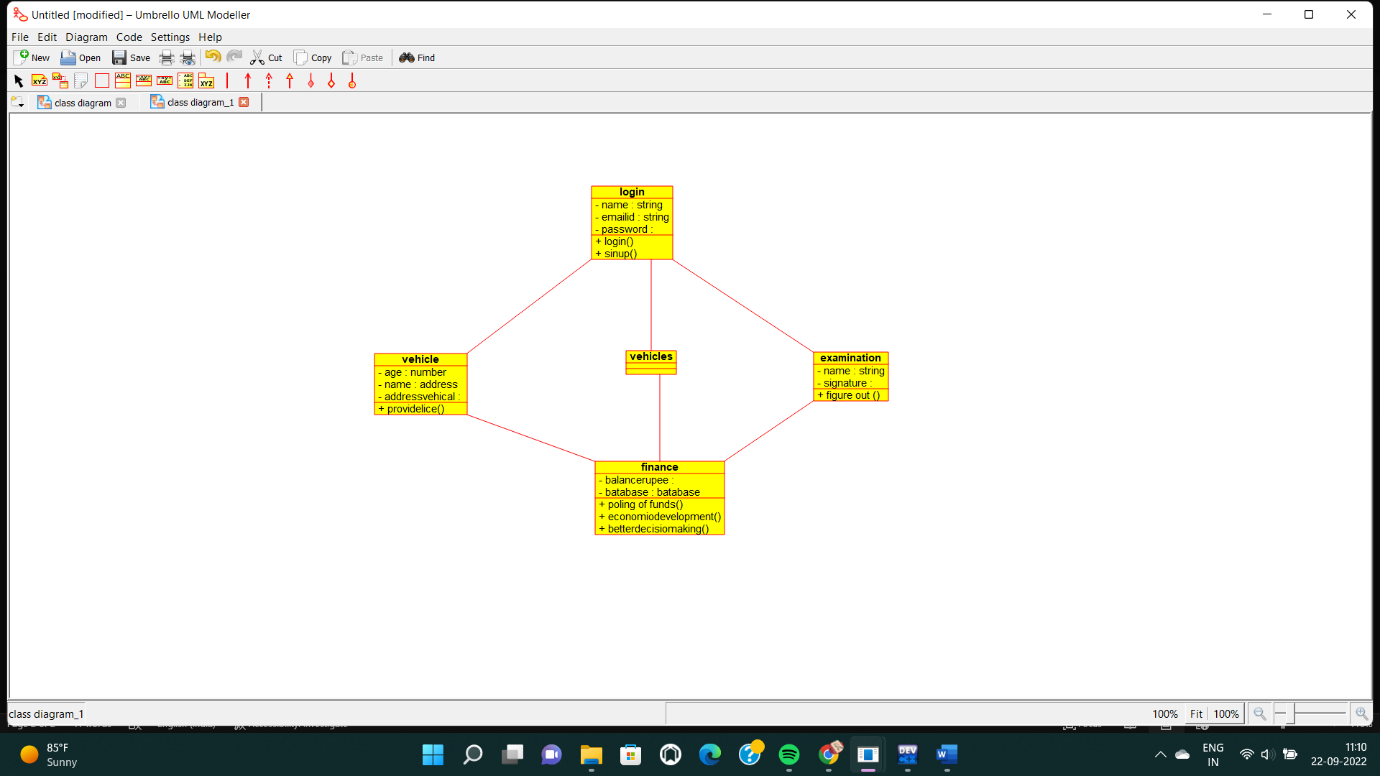
//

17.vechical registration system

Use case diagram



Class digram



Source code

#include "address.h"

// Constructors/Destructors

//

address::address () {

}

address::~address () { }

//

// Methods

//

// Accessor methods

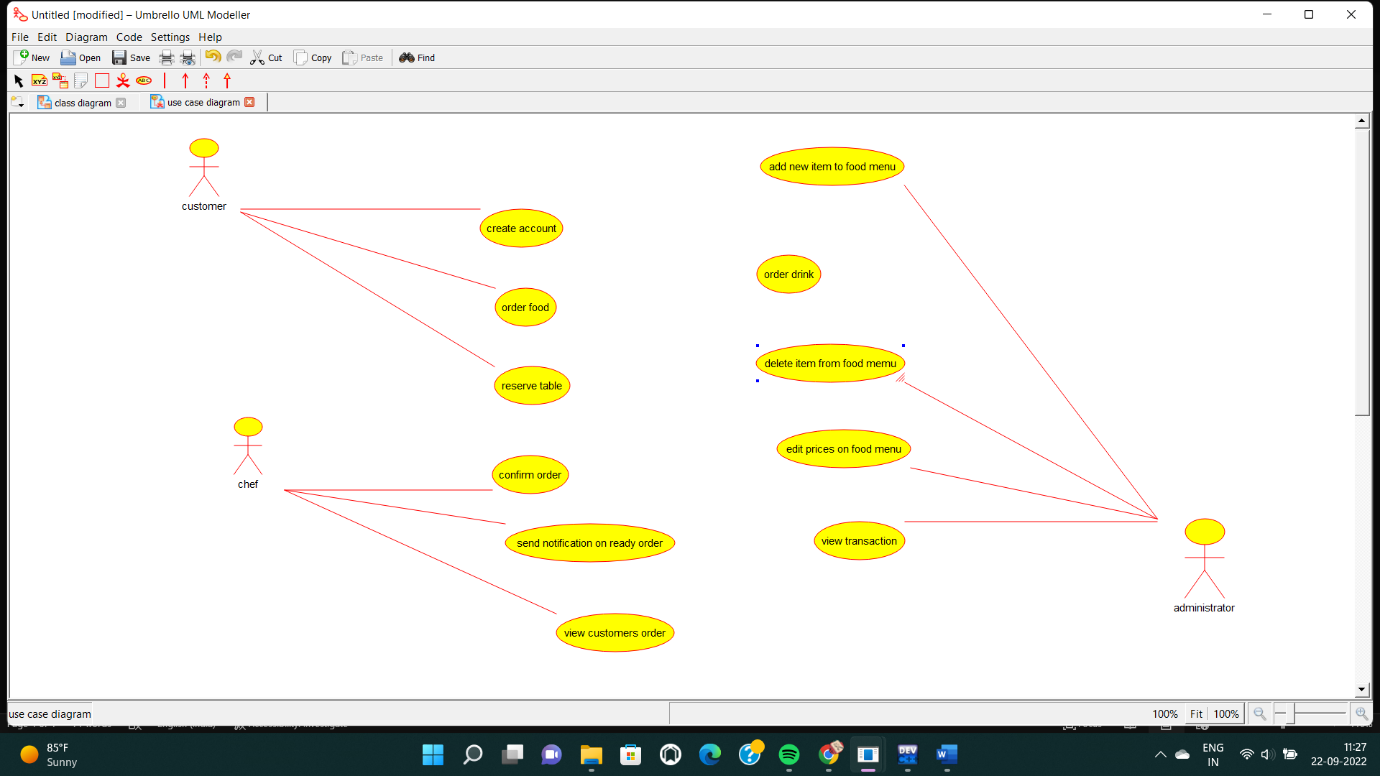
//

// Other methods

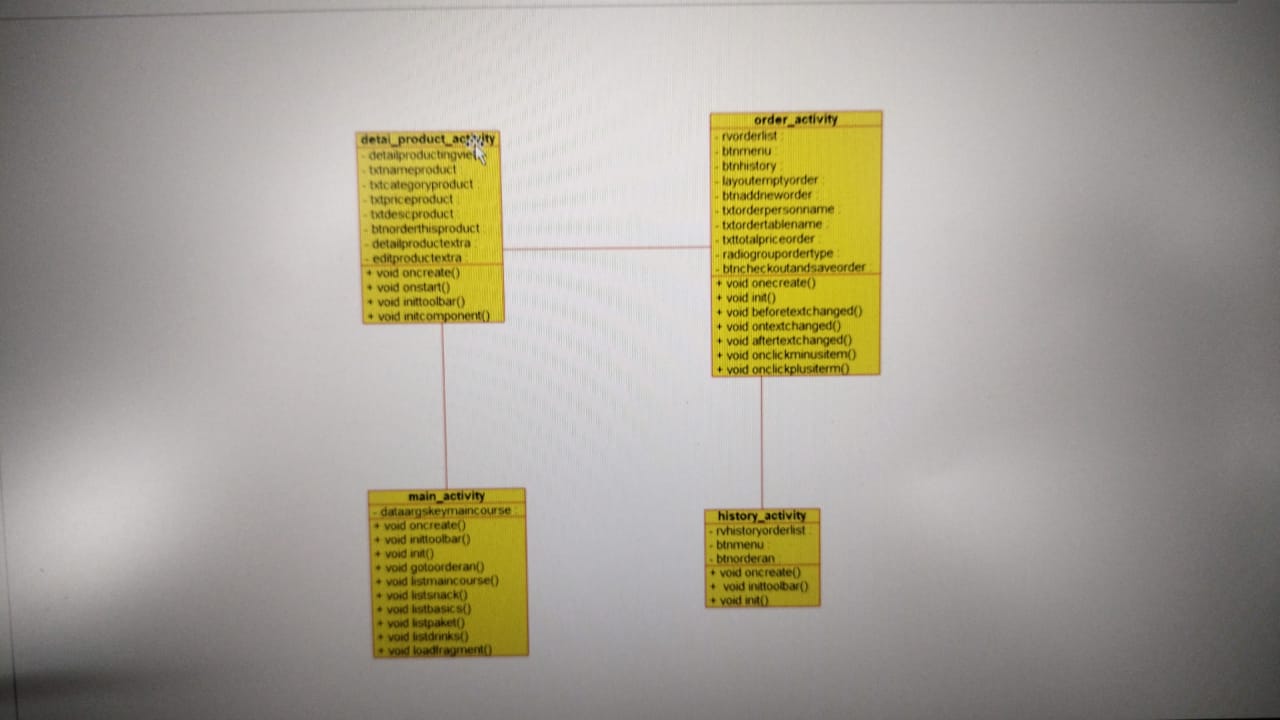
//

18.food order system

Use case diagram



Class diagram



Source code

#ifndef DETAI\_PRODUCT\_ACTIVITY\_H

#define DETAI\_PRODUCT\_ACTIVITY\_H

#include <string>

#include vector

/\*\*

\* class detai\_product\_activity

\*

\*/

class detai\_product\_activity

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

detai\_product\_activity ();

/\*\*

\* Empty Destructor

\*/

virtual ~detai\_product\_activity ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

/\*\*

\*/

void void\_oncreate ()

{

}

/\*\*

\*/

void void\_onstart ()

{

}

/\*\*

\*/

void void\_inittoolbar ()

{

}

/\*\*

\*/

void void\_initcomponent ()

{

}

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

void detailproductingview;

void txtnameproduct;

void txtcategoryproduct;

void txtpriceproduct;

void txtdescproduct;

void btnorderthisproduct;

void detailproductextra;

void editproductextra;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of detailproductingview

\* @param new\_var the new value of detailproductingview

\*/

void setDetailproductingview (void new\_var) {

detailproductingview = new\_var;

}

/\*\*

\* Get the value of detailproductingview

\* @return the value of detailproductingview

\*/

void getDetailproductingview () {

return detailproductingview;

}

/\*\*

\* Set the value of txtnameproduct

\* @param new\_var the new value of txtnameproduct

\*/

void setTxtnameproduct (void new\_var) {

txtnameproduct = new\_var;

}

/\*\*

\* Get the value of txtnameproduct

\* @return the value of txtnameproduct

\*/

void getTxtnameproduct () {

return txtnameproduct;

}

/\*\*

\* Set the value of txtcategoryproduct

\* @param new\_var the new value of txtcategoryproduct

\*/

void setTxtcategoryproduct (void new\_var) {

txtcategoryproduct = new\_var;

}

/\*\*

\* Get the value of txtcategoryproduct

\* @return the value of txtcategoryproduct

\*/

void getTxtcategoryproduct () {

return txtcategoryproduct;

}

/\*\*

\* Set the value of txtpriceproduct

\* @param new\_var the new value of txtpriceproduct

\*/

void setTxtpriceproduct (void new\_var) {

txtpriceproduct = new\_var;

}

/\*\*

\* Get the value of txtpriceproduct

\* @return the value of txtpriceproduct

\*/

void getTxtpriceproduct () {

return txtpriceproduct;

}

/\*\*

\* Set the value of txtdescproduct

\* @param new\_var the new value of txtdescproduct

\*/

void setTxtdescproduct (void new\_var) {

txtdescproduct = new\_var;

}

/\*\*

\* Get the value of txtdescproduct

\* @return the value of txtdescproduct

\*/

void getTxtdescproduct () {

return txtdescproduct;

}

/\*\*

\* Set the value of btnorderthisproduct

\* @param new\_var the new value of btnorderthisproduct

\*/

void setBtnorderthisproduct (void new\_var) {

btnorderthisproduct = new\_var;

}

/\*\*

\* Get the value of btnorderthisproduct

\* @return the value of btnorderthisproduct

\*/

void getBtnorderthisproduct () {

return btnorderthisproduct;

}

/\*\*

\* Set the value of detailproductextra

\* @param new\_var the new value of detailproductextra

\*/

void setDetailproductextra (void new\_var) {

detailproductextra = new\_var;

}

/\*\*

\* Get the value of detailproductextra

\* @return the value of detailproductextra

\*/

void getDetailproductextra () {

return detailproductextra;

}

/\*\*

\* Set the value of editproductextra

\* @param new\_var the new value of editproductextra

\*/

void setEditproductextra (void new\_var) {

editproductextra = new\_var;

}

/\*\*

\* Get the value of editproductextra

\* @return the value of editproductextra

\*/

void getEditproductextra () {

return editproductextra;

}

private:

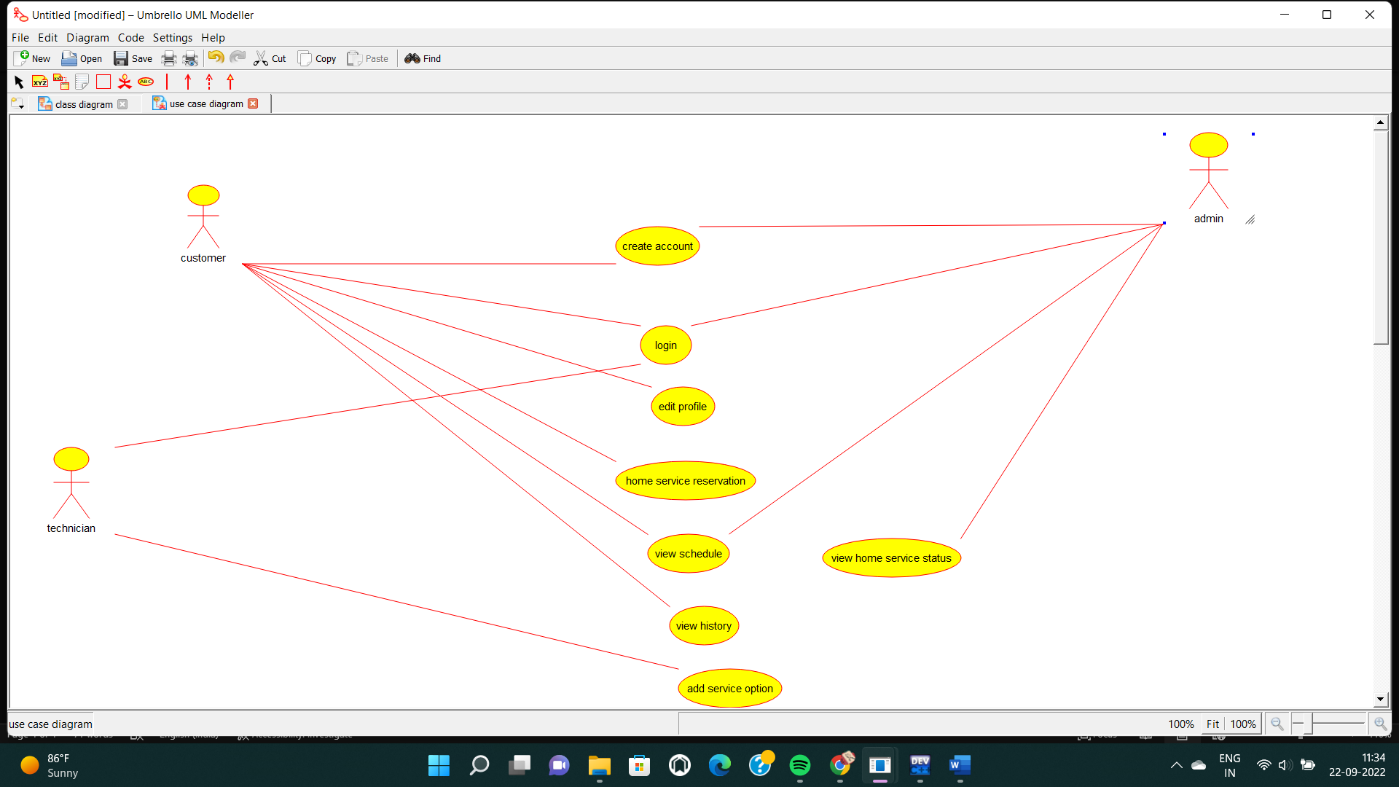
void initAttributes () ;

};

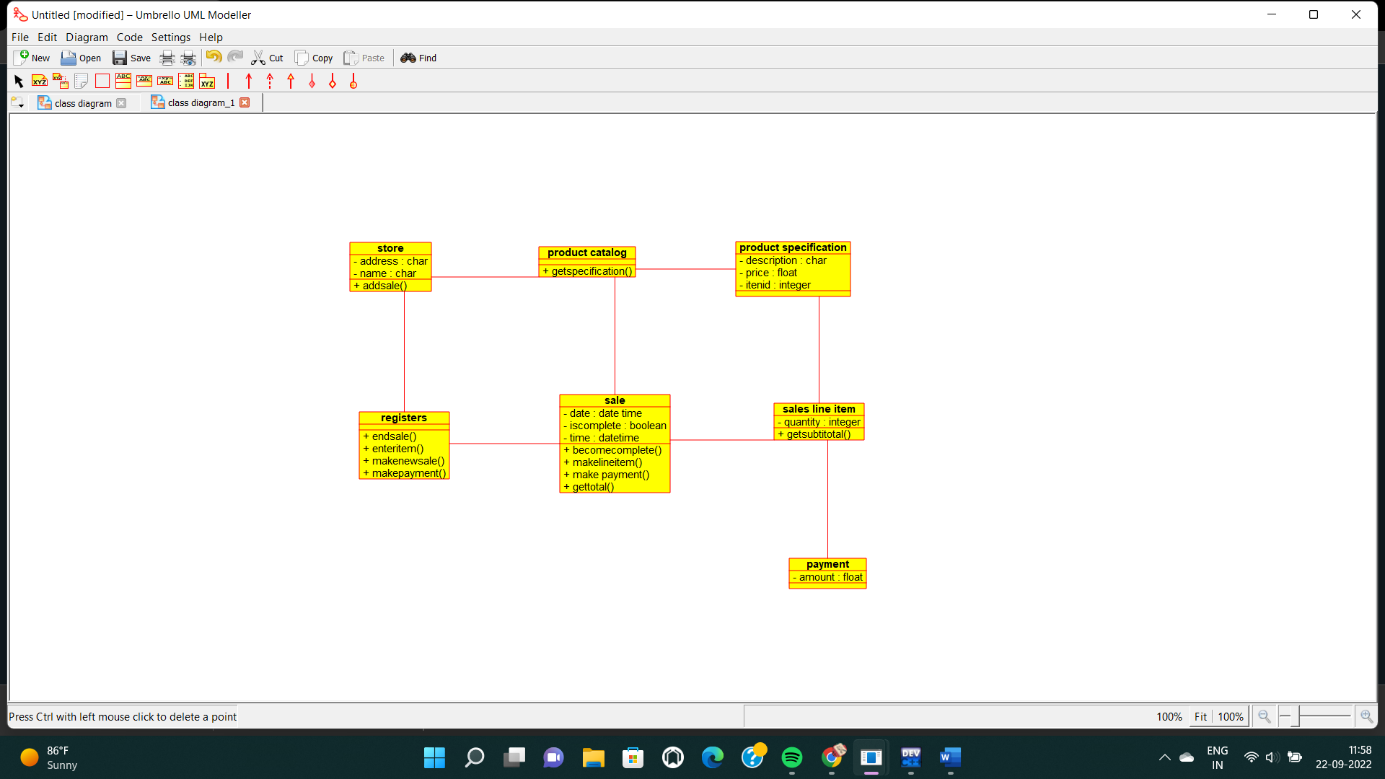
#endif // DETAI\_PRODUCT\_ACTIVITY\_H

19.home services system

Use case diagram



Class diagram



Soruce code

#ifndef BOOLEAN\_H

#define BOOLEAN\_H

#include <string>

/\*\*

\* class boolean

\*

\*/

class boolean

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

boolean ();

/\*\*

\* Empty Destructor

\*/

virtual ~boolean ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

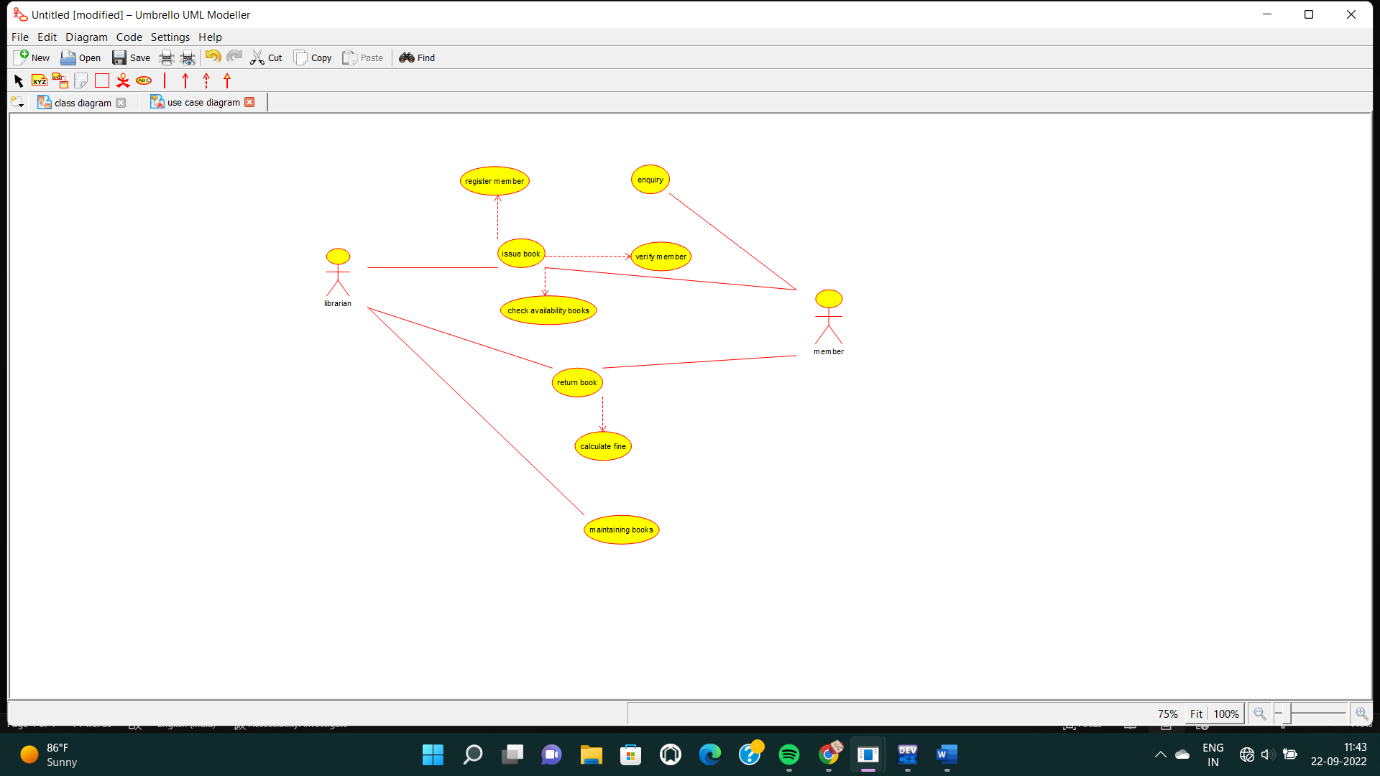
private:

};

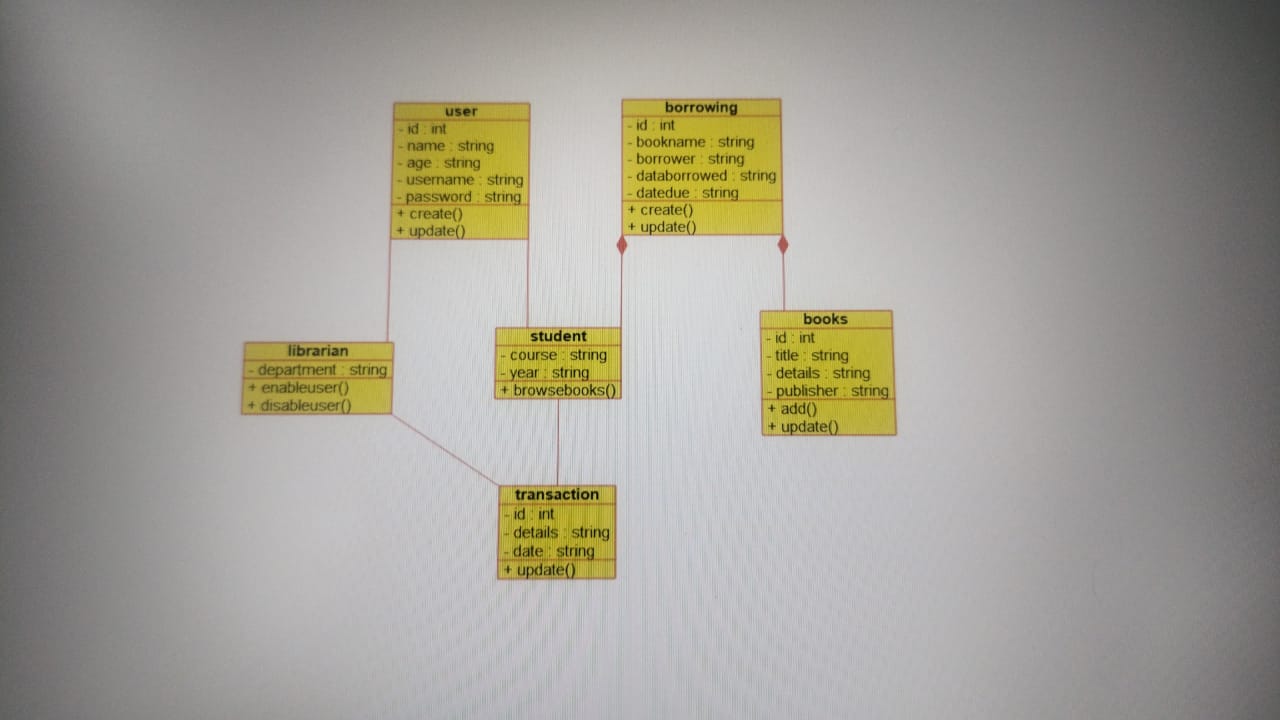
#endif // BOOLEAN\_H

20.library management system

Use case diagram



Class diagram



Source code

#ifndef BOOKS\_H

#define BOOKS\_H

#include <string>

#include vector

/\*\*

\* class books

\*

\*/

class books

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

books ();

/\*\*

\* Empty Destructor

\*/

virtual ~books ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

/\*\*

\*/

void add ()

{

}

/\*\*

\*/

void update ()

{

}

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

int id;

string title;

string details;

string publisher;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of id

\* @param new\_var the new value of id

\*/

void setId (int new\_var) {

id = new\_var;

}

/\*\*

\* Get the value of id

\* @return the value of id

\*/

int getId () {

return id;

}

/\*\*

\* Set the value of title

\* @param new\_var the new value of title

\*/

void setTitle (string new\_var) {

title = new\_var;

}

/\*\*

\* Get the value of title

\* @return the value of title

\*/

string getTitle () {

return title;

}

/\*\*

\* Set the value of details

\* @param new\_var the new value of details

\*/

void setDetails (string new\_var) {

details = new\_var;

}

/\*\*

\* Get the value of details

\* @return the value of details

\*/

string getDetails () {

return details;

}

/\*\*

\* Set the value of publisher

\* @param new\_var the new value of publisher

\*/

void setPublisher (string new\_var) {

publisher = new\_var;

}

/\*\*

\* Get the value of publisher

\* @return the value of publisher

\*/

string getPublisher () {

return publisher;

}

private:

void initAttributes () ;

};

#endif // BOOKS\_H