



CODE FOR AGENCY:

/\*\*

\* Class agency

\*/

public class agency {

//

// Fields

//

private void name;

private void rating;

//

// Constructors

//

public agency () { };

//

// 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 rating

\* @param newVar the new value of rating

\*/

private void setRating (void newVar) {

rating = newVar;

}

/\*\*

\* Get the value of rating

\* @return the value of rating

\*/

private void getRating () {

return rating;

}

//

// Other methods

//

/\*\*

\*/

public void offering\_servants()

{

}

/\*\*

\*/

public void type\_of\_work()

{

}

}

CODE FOR OWNER:

/\*\*

\* Class owner

\*/

public class owner {

//

// Fields

//

private void servant\_details;

private void type\_of\_work;

//

// Constructors

//

public owner () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of servant\_details

\* @param newVar the new value of servant\_details

\*/

private void setServant\_details (void newVar) {

servant\_details = newVar;

}

/\*\*

\* Get the value of servant\_details

\* @return the value of servant\_details

\*/

private void getServant\_details () {

return servant\_details;

}

/\*\*

\* Set the value of type\_of\_work

\* @param newVar the new value of type\_of\_work

\*/

private void setType\_of\_work (void newVar) {

type\_of\_work = newVar;

}

/\*\*

\* Get the value of type\_of\_work

\* @return the value of type\_of\_work

\*/

private void getType\_of\_work () {

return type\_of\_work;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

}

/\*\*

\*/

public void agreement()

{

}

/\*\*

\*/

public void feedback()

{

}

}

CODE FOR SERVANT:

/\*\*

\* Class servant

\*/

public class servant {

//

// Fields

//

private void servant\_details;

private void type\_of\_work;

//

// Constructors

//

public servant () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of servant\_details

\* @param newVar the new value of servant\_details

\*/

private void setServant\_details (void newVar) {

servant\_details = newVar;

}

/\*\*

\* Get the value of servant\_details

\* @return the value of servant\_details

\*/

private void getServant\_details () {

return servant\_details;

}

/\*\*

\* Set the value of type\_of\_work

\* @param newVar the new value of type\_of\_work

\*/

private void setType\_of\_work (void newVar) {

type\_of\_work = newVar;

}

/\*\*

\* Get the value of type\_of\_work

\* @return the value of type\_of\_work

\*/

private void getType\_of\_work () {

return type\_of\_work;

}

//

// Other methods

//

/\*\*

\*/

public void duties\_given\_by\_owner()

{

}

/\*\*

\*/

public void monthly\_payment()

{

}

/\*\*

\*/

public void agreement\_of\_working()

{

}

}