



CODE FOR BANK:

/\*\*

\* Class bank

\*/

public class bank {

//

// Fields

//

private void name;

//

// Constructors

//

public bank () { };

//

// 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;

}

//

// Other methods

//

/\*\*

\*/

public void transaction()

{

}

/\*\*

\*/

public void refund()

{

}

}

CODE FOR CUSTOMER:

/\*\*

\* Class customer

\*/

public class customer {

//

// Fields

//

private void customer\_details;

private void customer\_address;

private void payment;

//

// Constructors

//

public customer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of customer\_details

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

\*/

private void setCustomer\_details (void newVar) {

customer\_details = newVar;

}

/\*\*

\* Get the value of customer\_details

\* @return the value of customer\_details

\*/

private void getCustomer\_details () {

return customer\_details;

}

/\*\*

\* Set the value of customer\_address

\* @param newVar the new value of customer\_address

\*/

private void setCustomer\_address (void newVar) {

customer\_address = newVar;

}

/\*\*

\* Get the value of customer\_address

\* @return the value of customer\_address

\*/

private void getCustomer\_address () {

return customer\_address;

}

/\*\*

\* Set the value of payment

\* @param newVar the new value of payment

\*/

private void setPayment (void newVar) {

payment = newVar;

}

/\*\*

\* Get the value of payment

\* @return the value of payment

\*/

private void getPayment () {

return payment;

}

//

// Other methods

//

/\*\*

\*/

public void place\_order()

{

}

/\*\*

\*/

public void track\_order()

{

}

}

CODE FOR FOOD ORDERING SYSTEM:

/\*\*

\* Class food\_ordering\_system

\*/

public class food\_ordering\_system {

//

// Fields

//

//

// Constructors

//

public food\_ordering\_system () { };

//

// Methods

//

//

// Accessor methods

//

//

// Other methods

//

}

CODE FOR RESTAURANT:

/\*\*

\* Class restaurant

\*/

public class restaurant {

//

// Fields

//

private void customer\_name;

private void customer\_order;

//

// Constructors

//

public restaurant () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of customer\_name

\* @param newVar the new value of customer\_name

\*/

private void setCustomer\_name (void newVar) {

customer\_name = newVar;

}

/\*\*

\* Get the value of customer\_name

\* @return the value of customer\_name

\*/

private void getCustomer\_name () {

return customer\_name;

}

/\*\*

\* Set the value of customer\_order

\* @param newVar the new value of customer\_order

\*/

private void setCustomer\_order (void newVar) {

customer\_order = newVar;

}

/\*\*

\* Get the value of customer\_order

\* @return the value of customer\_order

\*/

private void getCustomer\_order () {

return customer\_order;

}

//

// Other methods

//

/\*\*

\*/

public void check\_order()

{

}

/\*\*

\*/

public void collect\_payments()

{

}

/\*\*

\*/

public void delivery\_()

{

}

}