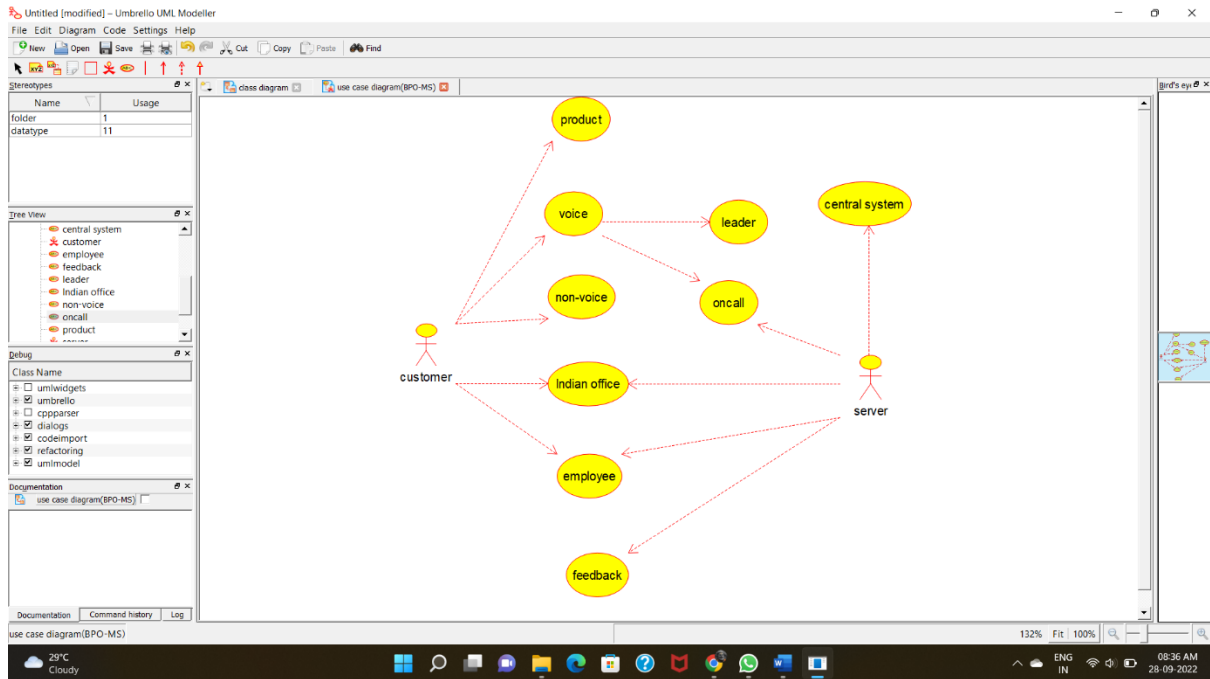
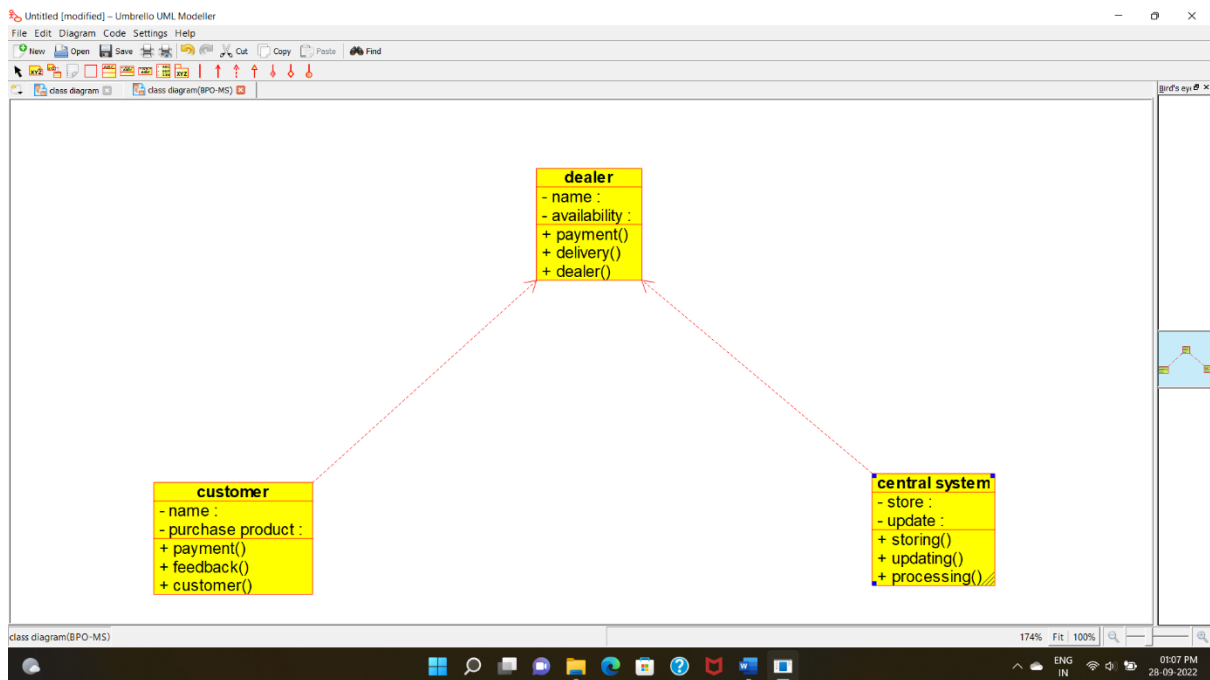
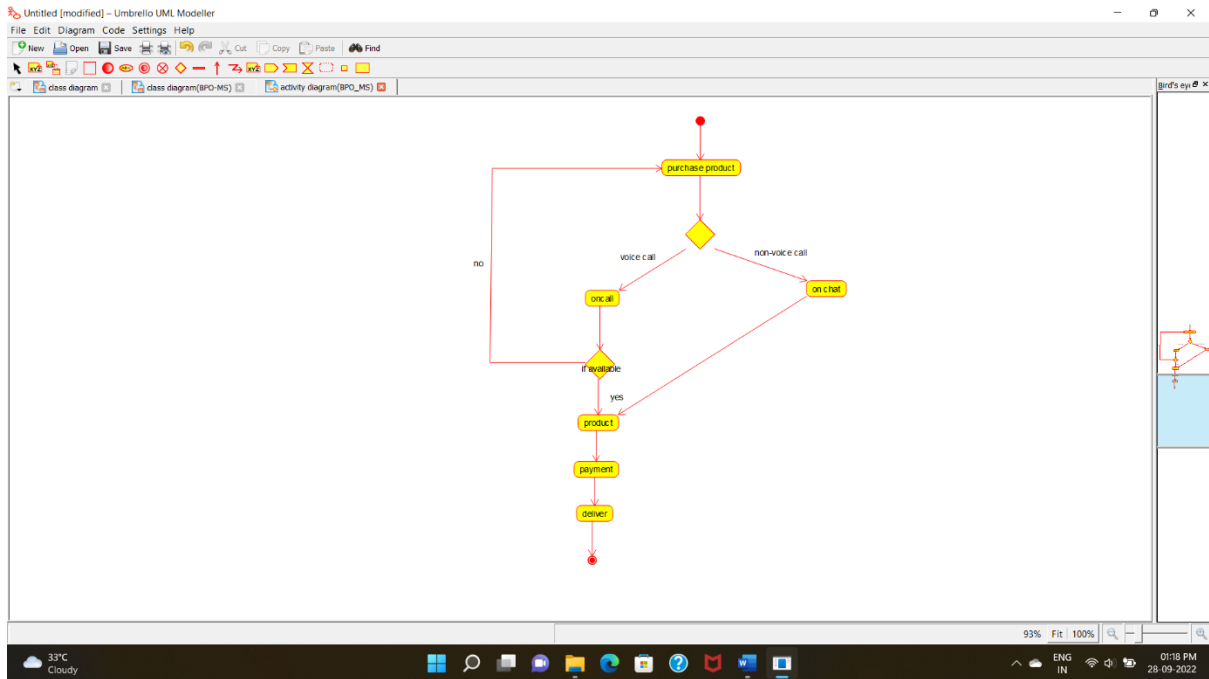
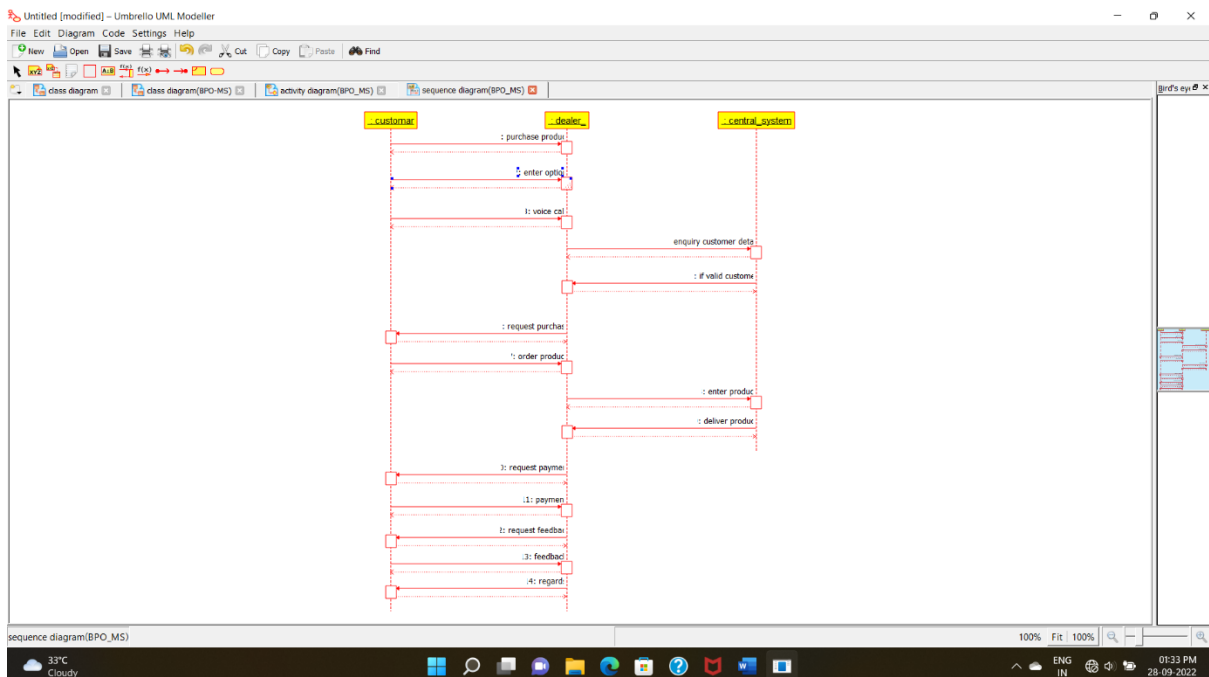


USECASE DIAGRAM:**CLASS DIAGRAM:**

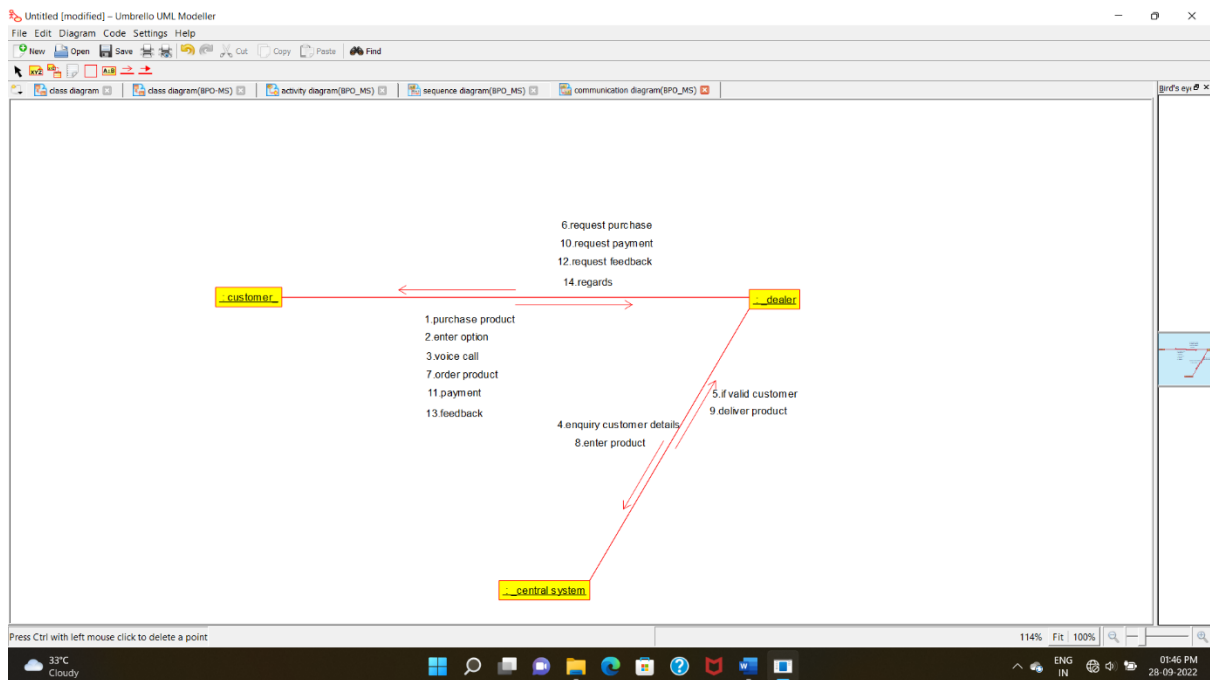
ACTIVITY DIAGRAM:



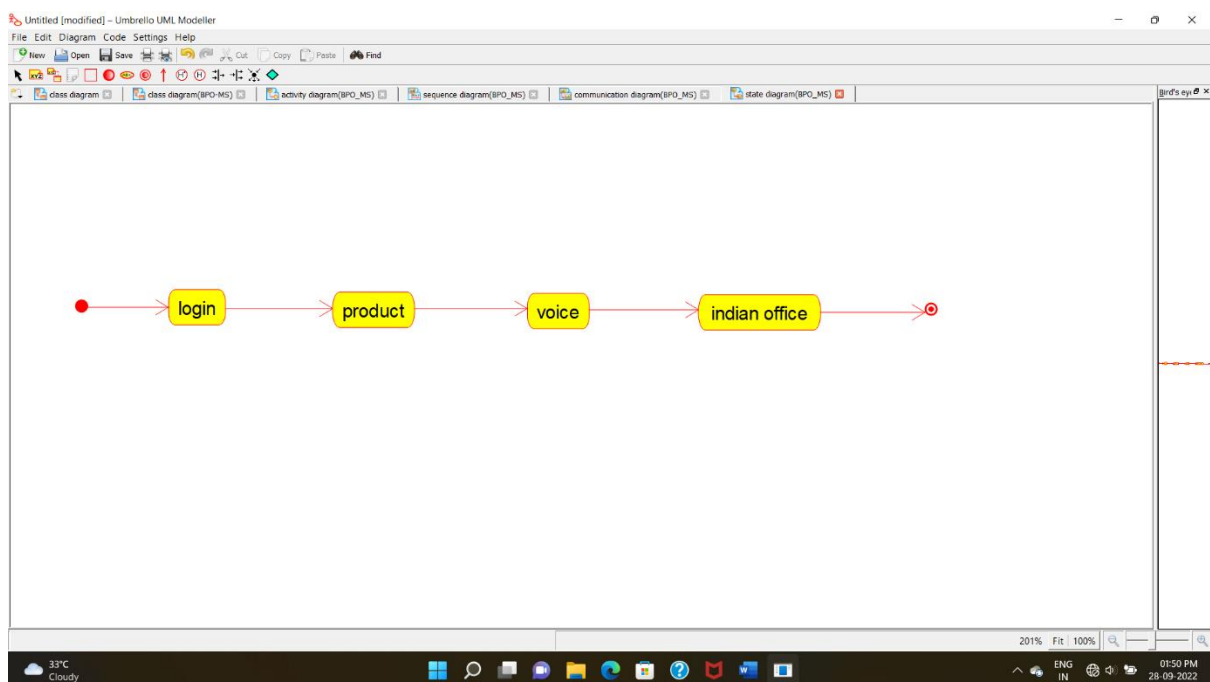
SEQUENCE DIAGRAM:



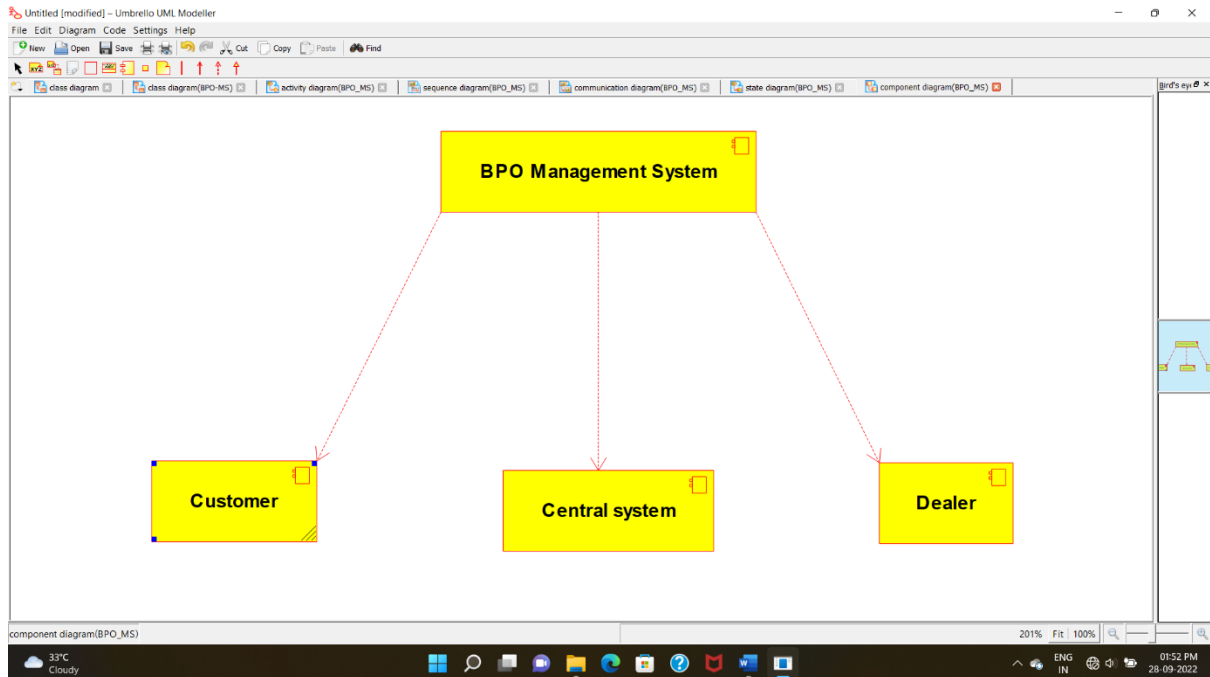
COLLABORATION DIAGRAM:



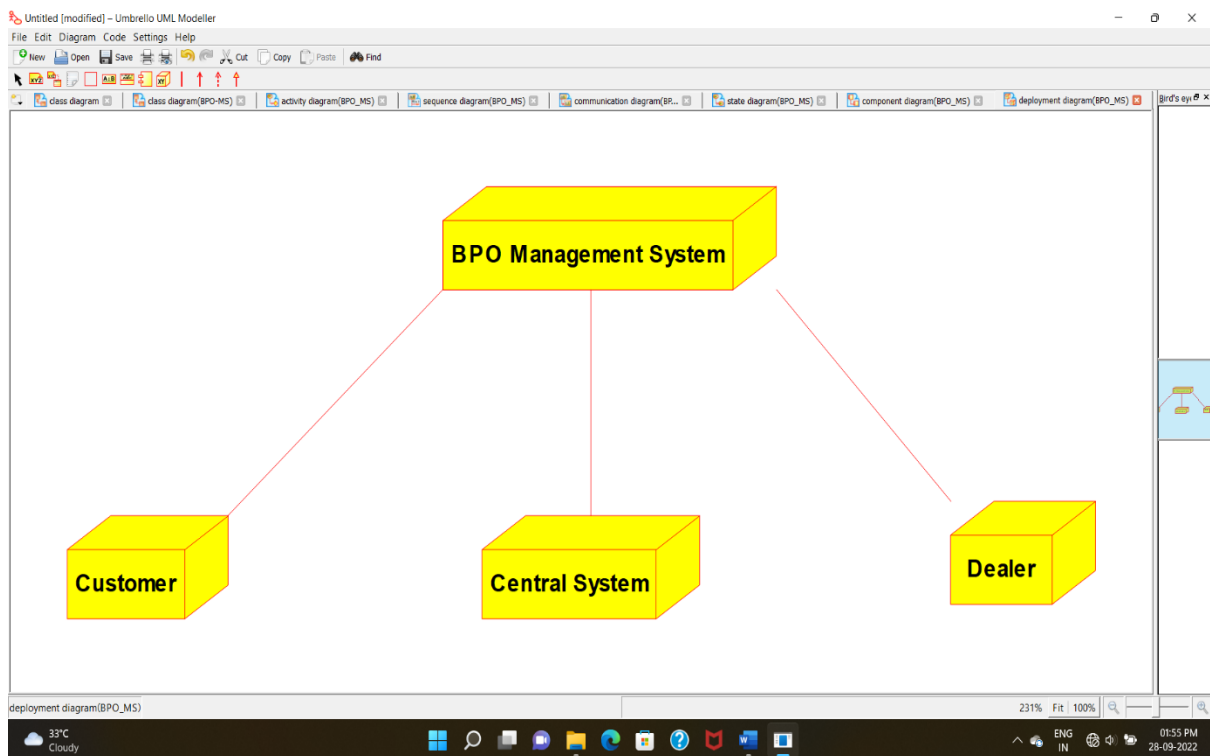
STATECHART DIAGRAM:



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()
```

```
{
```

```
}
```

```
}
```