ASSIGNMENT
BY
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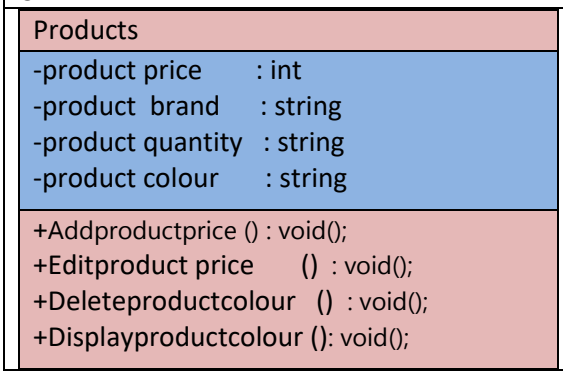
AMAZONE Class product

Code:

```
class Products
    {
        private int price;
        private string brand;
        private string quantity;
        private string colour;

        public static void Addproductprice()
        {
            //TODO
        }
         public static void Editproductprice()
        {
            //TODO
        }
        public static void Deleteproductbrand()

        {
            //TODO

        }
        public static void Displayproductcolour()

        {
            //TODO
        }
    }
```

UML :

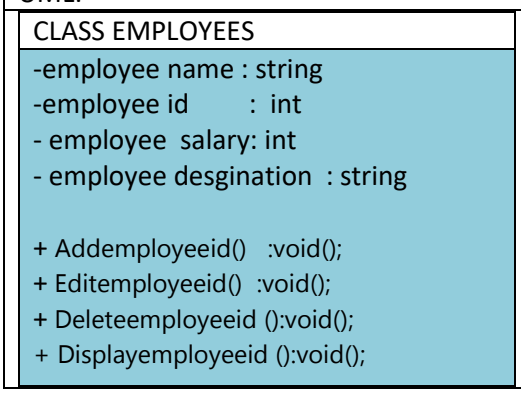


AMAZONE Class employees

Code:

```
class Employee
      {
         Private string emp name ;
         private string emp id;
         private int empsalry;
         private string empdesignation;

            public static void Addemployeeid()
         {
            //TODO
         }
          public static void Editemployeeid()
         {
            //TODO
         }
         public static void Deleteemployeeid()

         {
            //TODO

         }
         public static void Displayemployeeid()

         {
            //TODO
         }
      }
```

UML:

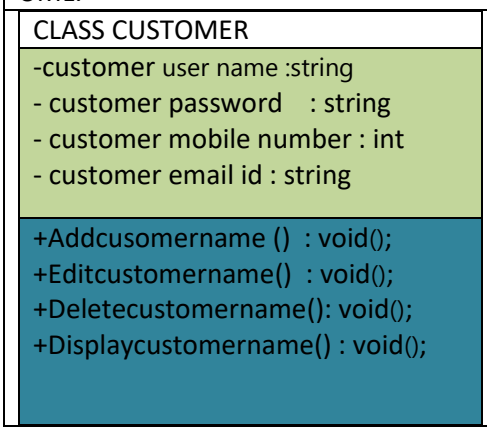


AMAZONE Class customer

Code:

```
class Customer
    {
        private string user name;
        private string password;
        private int mobile number;
        private string email;
         public static void Addcustomername()
        {
            //TODO
        }
         public static void Editcustomername()
        {
            //TODO
        }
        public static void Deletecustomername()

        {
            //TODO

        }
        public static void Displaycustomername()

        {
            //TODO
        }
    }


                        {
```

UML:



AMAZONE CLASS HOME

Code:

```
class Home
```

```
    {
        private string your orders;
        private string your wishlist;
        private string deals;
        private string help;

         public static void Addhomedeals()
        {
            //TODO
        }
         public static void Edithomedeals()
        {
            //TODO
        }
        public static void Deletehomedeals()

        {
            //TODO

        }
        public static void Displayhomedeals()

        {
            //TODO
        }
    }
```

UML:

CLASS HOME
- homeyour orders : string - home your wishlist : string - home your deals : string - home your help : string
+ Addhomedeals(): Void(); +Edithomedeals() : void(); +Deletehomedeals() : void(); +Displayhomedeals() : void();

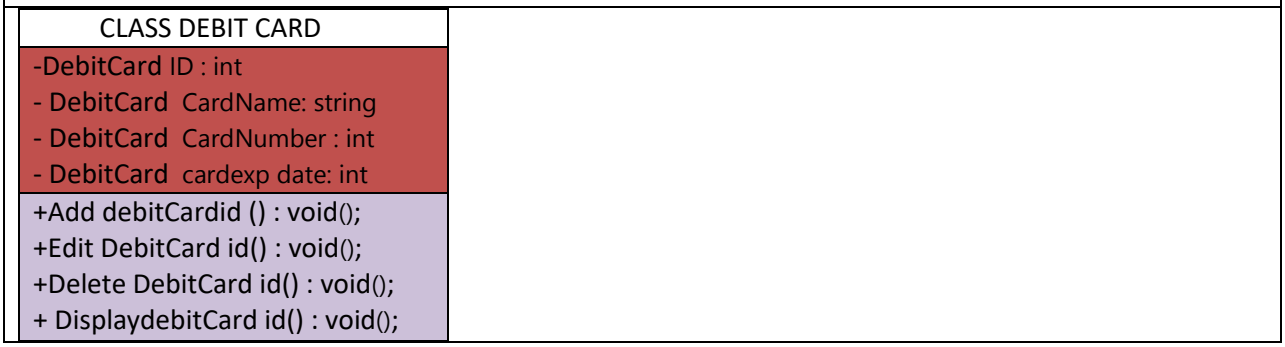
AMAZONE CLASS Debit card

Code:

```
class Debitcard
    {
        private int  card ID;
        private string CardName;
        private int  CardNumber;
        private int cardexp date;
                    public static void Adddebitcardid()
        {
```

```
            //TODO
        }
         public static void Editdebitcardid()
        {
            //TODO
        }
        public static void Deletedebitcardid()

        {
            //TODO

        }
        public static void Displaydebitcardid()

        {
            //TODO
        }
    }
```

UML:



APPOLO HOSPITAL

CLASS Patient

CODE:

```
class patient
    {
        private string Name;
        private  string gender;
        private int  age;
        private int mobile;
                    public static void Addpatientname()
        {
            //TODO
        }
         public static void Editdpatientname()
        {
            //TODO
```

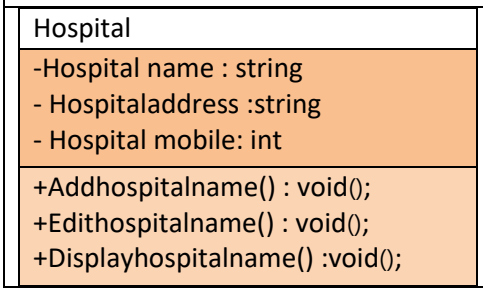
```
        }
        public static void Deletepatientname()

        {
            //TODO

        }
        public static void Displaypatientname()

        {
            //TODO
        }
    }
```

UML:
Class paient
-Patient Name : string - Patient gender :string - Patient age: int - Patient mobile : int
+Addpatientname() : void; +Editpatientname() : void; +Deletepatientname() : void; +Displaypatientname() : void;

Class Hospital
Code:

```
class hospital
    {
        private string Name;
        private  string Address;
        private int mobile;
                    public static void AddHospialname()
        {
            //TODO
        }
         public static void Editdhospitalname()
        {
            //TODO
        }
         public static void Displaypatientname()

        {
            //TODO
        }
    }
```

UML:

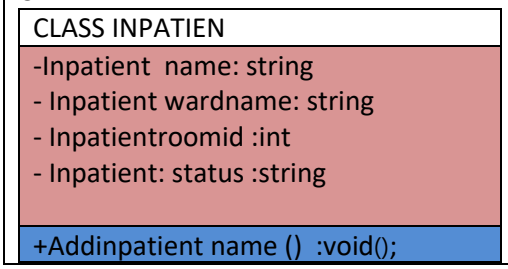


Class Inpatient

Code:

```
class Inpatient
    {
        private string Name;
        private  string wardname;
        private int  roomid;
        private string status;
                    public static void Addinpatientname()
        {
            //TODO
        }
         public static void Editdinpatientname()
        {
            //TODO
        }
        public static void Deleteinpatientname()

        {
            //TODO

        }
        public static void Displayinpatientname()

        {
            //TODO
        }
    }
```

UML:



+Editinpatientname () :void();
+Displayinpatientname () :void();
+Displayinpatientname () :void();

Class Doctor

Code:

```
class doctor
      {
         private string Name;
         private  string specilisation;
         private int doctor id;
         private int doctor mobile;
                     public static void Adddoctorname()
         {
            //TODO
         }
          public static void Editdoctoname ()
         {
            //TODO
         }
         public static void Deletedoctorname()

         {
            //TODO

         }
         public static void Displaydoctorname()

         {
            //TODO
         }

      }
```

UML:

Doctor
-doctor name : string -doctor specialization : string -doctor id : string -doctor mobile : int
+Adddoctorname(): void(); +Editdoctorname (): void(); +Deletedoctorname ():void; +Displaydoctorname():void;

Class Medicine

Code:

```
class Medicine
      {
         private string Name;
         private  int quantity;
         private string expdate;
         private string manufacturingdate;

                        public static void Addmedicinequanitity()
         {
            //TODO
         }
          public static void Editdmedicinequantity()
         {
            //TODO
         }
          public static void Deletemedicinequantity()

         {
            //TODO
         }
          public static void Displaymedicinequantity()

         {
            //TODO
         }

      }
```

UML:

Medicine
-medicine name : string -quanity : int -expdate :string -manufacturingdate :string
+Addmedicinequantity() :void(); +Editmedicinequantity() : void(); +Deletemedicinequantity() : void(); +Displaymedicinequantity() : void();

POLICE SATION

Class Complaints

code:

```
Class Complaints       {
         private string Complaint Name;
```

```
        private  int complaint ID;
        private string complaint type;
        private string complaint description;

                    public static void Addcomplaintname()
        {
           //TODO
        }
         public static void Editdcomplaintname()
        {
           //TODO
        }
         public static void Deletecomplaintname()

        {
           //TODO
        }
         public static void Displaycomplaintname()

        {
           //TODO
        }

    }
```

UML:

Complaint

-comaplaint name : string
- comaplaint Id : int
-complainttype : string
- complaint description : string

+Addcomplaintname () : void();
+Editcomplaintname () : void();
+Delet complaintname () : void();
+Displaycomplaintname ():void ();

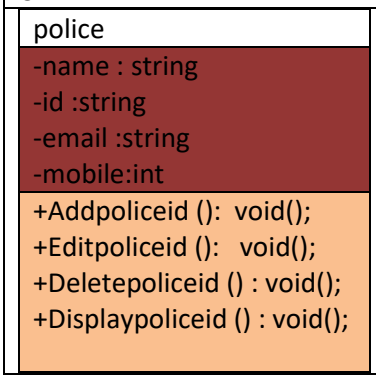
Class police

Code:

```
Class Complaints       {
        private string police Name;
        private  sring police ID;
        private string emailid;
        private int mobile;

                    public static void Addpoliceid()
        {
           //TODO
        }
```

```
    public static void Editpoliceid()
    {
       //TODO
    }
    public static void Deletepoliceid()

    {
       //TODO
    }
    public static void Displaypoliceid()

    {
       //TODO
    }

}
```

UML:



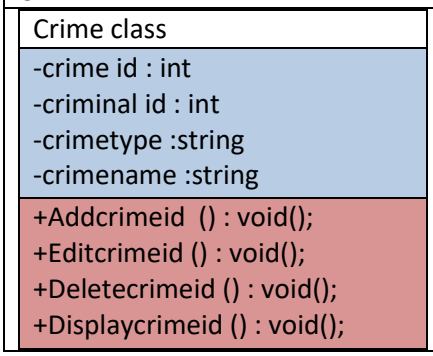
Class crime

Code:

```
class crime       {
        private int crimeid;
        private int criminal id;
        private stringcrime type;
        private stringcrime name;

        public static void Addcrimeid()
        {
           //TODO
        }
        public static void Editcrimeid()
        {
           //TODO
        }
        public static void Deletecrimeid()

        {
```

```
        //TODO

    }
    public static void Displaycrimeid()

    {
        //TODO
    }
}
```

UML:



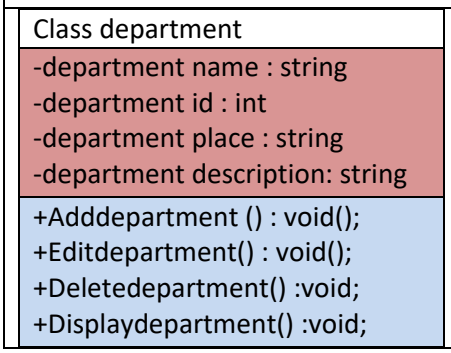
Class department

Code:

```
Class departments       {
    private string department Name;
    private  int departmentID;
    private string deparment place;
    private string department description;

                public static void Adddepartmentname()
    {
        //TODO
    }
     public static void Editddepartmentname()
    {
        //TODO
    }
     public static void Deletedepartmentname()

    {
        //TODO
    }
     public static void Displaydeparmentname()

    {
        //TODO
    }
```

```
    }
```

UML:

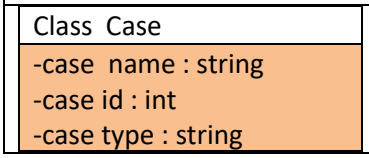


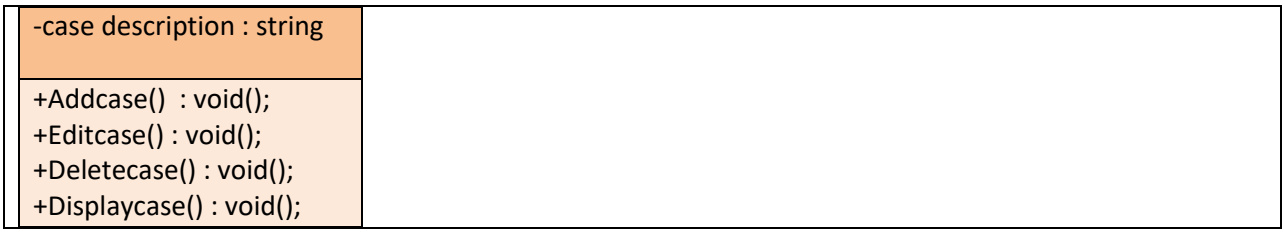
Class case

Code:

```
Class case
    {
        private string case Name;
        private  int case ID;
        private case type ;
        private string case description;

                    public static void Addcasename()
        {
            //TODO
        }
         public static void Editdcasename()
        {
            //TODO
        }
         public static void Deletecasename()

        {
            //TODO
        }
         public static void Displaycasename()

        {
            //TODO
        }

    }
```

UML:




-case description : string
+Addcase() : void();
+Editcase() : void();
+Deletecase() : void();
+Displaycase() : void();