UNIFIED MODELING LANGUAGE(UML) DIAGRAMS OF CLASS
BY
CH. PAVAN KUMAR REDDY

AMAZON UML CLASS

CODE:

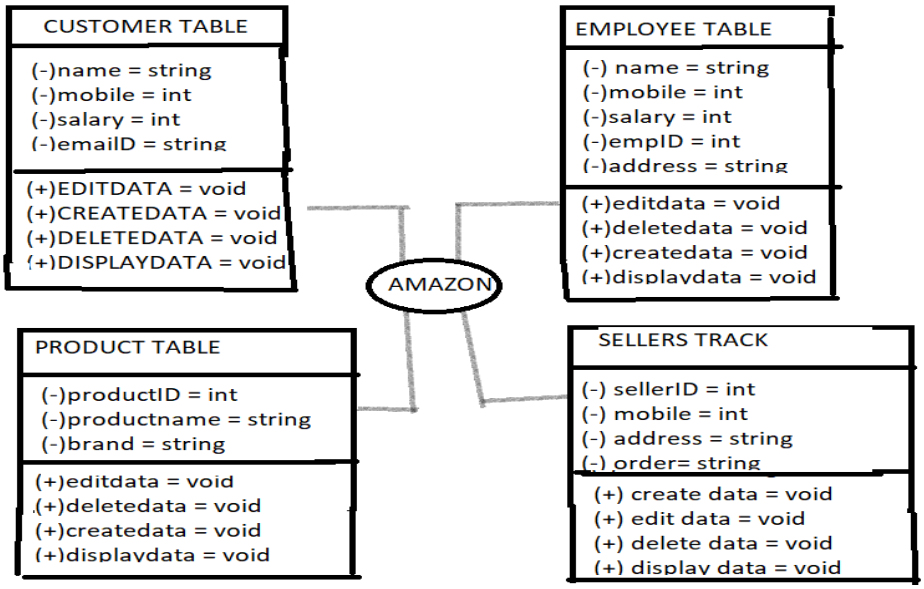
```
using System;
using System.Collections.Generic;
using System. LINQ;
using System. Text;
using System.Threading.Tasks;

namespace Day4eve_20_project
{
   internal class AMAZON
   {


      class EMPLOYEE
      {
         private int Id;
         private string name;
         private int salary;
         private string mobile number;
         private string mailId;

         public void EditData()
         {
            //Todo//
         }
         public void DeleteData()
         {
            //Todo//
         }
         public void Display Data ()
         {
            //Todo//
         }

         class Products
         {
```

```
private string product_Id;
private string product_name;
private string Brand;
private int price;
private string review;

public void EditData()
{
   //Todo//
}
public void DeleteData()
{
   //Todo//
}
public void DisplayData()
{
   //Todo//
}

class Orders
{
   private int order_Id;
   private string order_name;
   private int order_price;
   private string address;
   private string review;

   public void EditData()
   {
      //Todo//
   }
   public void DeleteData()
   {
      //Todo//
   }
   public void DisplayData()
   {
      //Todo//
   }
   class Customer details
   {
      private int customer_id;
```

```
    private string customer_name;
    private int mobile_number;
    private string address;
    private string emailId;

    public void EditData()
    {
      //Todo//
    }
    public void DeleteData()
    {
      //Todo//
    }
    public void DisplayData()
    {
      //Todo//
    }
    class Seller_details
    {

      private string seller_name;
      private int mobile_number;
      private string address;
      private string emailId;

      public void EditData()
      {
        //Todo//
      }
      public void DeleteData()
      {
        //Todo//
      }
      public void DisplayData()
      {
        //Todo//
      }

    }
  }
```

```
            }
          }
        }
      }
    }
```

UML:

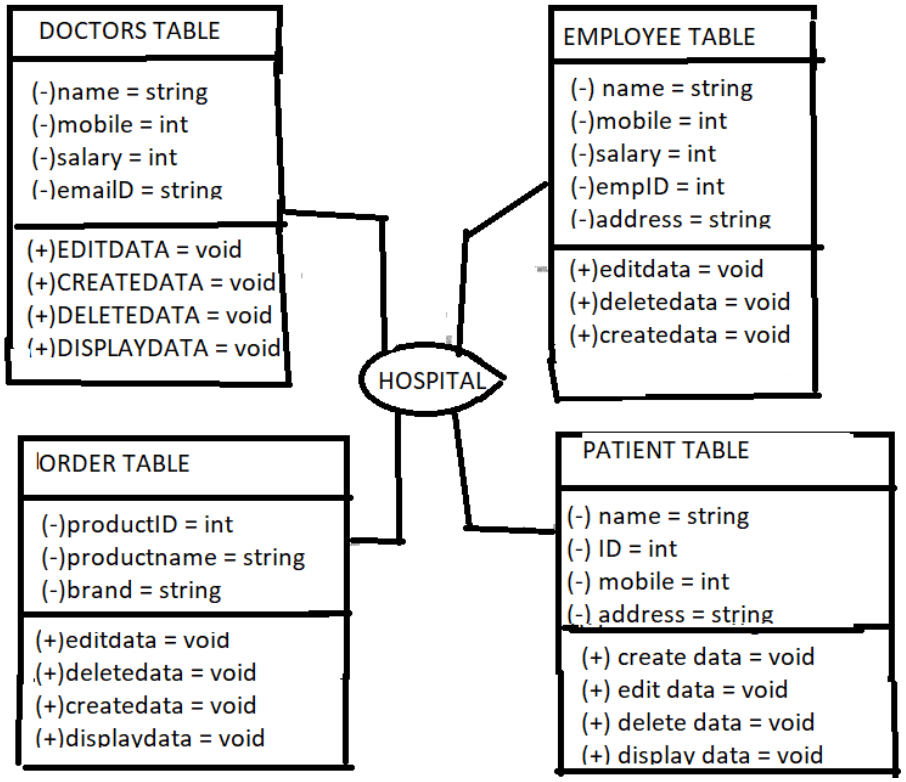

CUSTOMER TABLE
(-)name = string
(-)mobile = int
(-)salary = int
(-)emailD = string
(+)EDITDATA = void
(+)CREATEDATA = void
(+)DELETEDATA = void
(+)DISPLAYDATA = void
EMPLOYEE TABLE
(-) name = string
(-)mobile = int
(-)salary = int
(-)empID = int
(-)address = string
(+)editdata = void
(+)deletedata = void
(+)createdata = void
(+)displaydata = void
AMAZON
PRODUCT TABLE
(-)productID = int
(-)productname = string
(-)brand = string
(+)editdata = void
(+)deletedata = void
(+)createdata = void
(+)displaydata = void
SELLERS TRACK
(-) sellerID = int
(-) mobile = int
(-) address = string
(-) order= string
(+) create data = void
(+) edit data = void
(+) delete data = void
(+) display data = void

SLG HOSPITAL UML CLASS

CODE:

```
using System;
using System.Collections.Generic;
using System. LINQ;
using System. Text;
using System.Threading.Tasks;

namespace Day4eve_20_project
{
   internal class HOSPITAL
   {


      class DOCTORS
      {
         private string doctor name;
         private int room number;
         private int consultation fee;
         private string mobile number;
         private string availability;

         public void EditData()
         {
            //Todo//
         }
         public void DeleteData()
         {
            //Todo//
         }
         public void DisplayData()
         {
            //Todo//
         }

         class Patient
         {
            private string patient name;
            private string patientId;
            private int room number;
            private int mobile number;
            private string condition;

            public void EditData()
            {
```

UML:


DOCTORS TABLE
(-)name = string
(-)mobile = int
(-)salary = int
(-)emailD = string
(+)EDITDATA = void
(+)CREATEDATA = void
(+)DELETEDATA = void
(+)DISPLAYDATA = void
EMPLOYEE TABLE
(-) name = string
(-)mobile = int
(-)salary = int
(-)empID = int
(-)address = string
(+)editdata = void
(+)deletedata = void
(+)createdata = void
HOSPITAL
ORDER TABLE
(-)productID = int
(-)productname = string
(-)brand = string
(+)editdata = void
(+)deletedata = void
(+)createdata = void
(+)displaydata = void
PATIENT TABLE
(-) name = string
(-) ID = int
(-) mobile = int
(-) address = string
(+) create data = void
(+) edit data = void
(+) delete data = void
(+) display data = void

POLICE STATON UML CLASS

CODE:

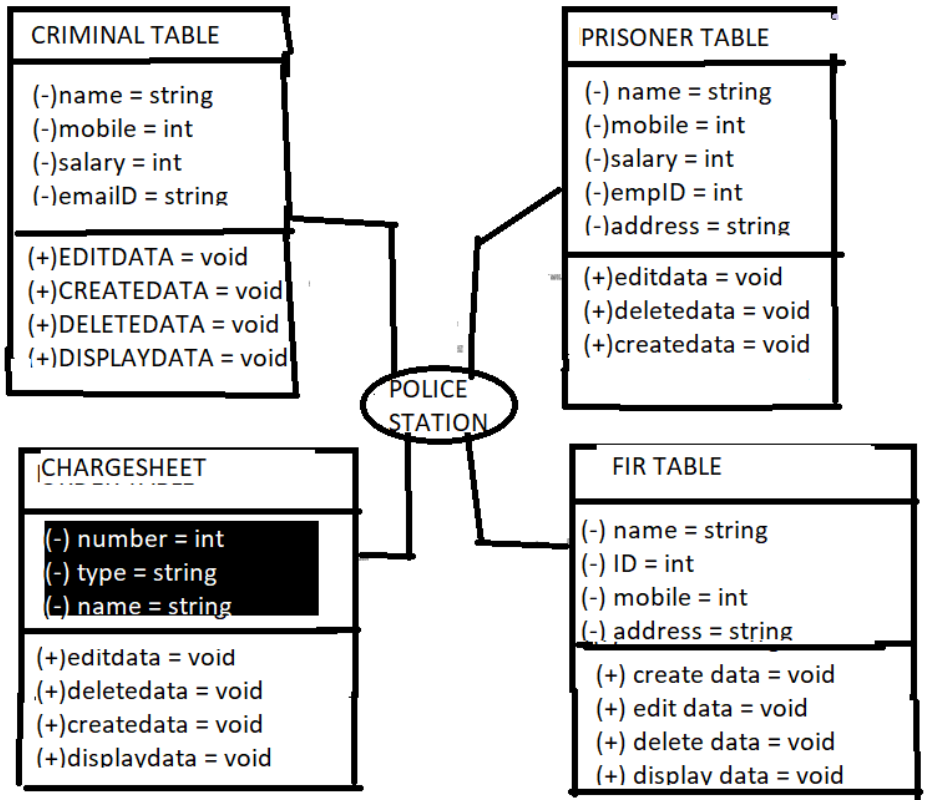
```
using System;
using System.Collections.Generic;
using System. LINQ;
using System. Text;
using System.Threading.Tasks;

namespace Day4eve_20_project
{
   internal class POLICESTATION
   {


      class CRIMINAL
      {
         private string criminalname;
         private int cellnumber;
         private int criminalID;
         private string cirmetype;
         private string cirmedescription;

         public void EditData()
         {
            //Todo//
         }
         public void DeleteData()
         {
            //Todo//
         }
         public void DisplayData()
         {
            //Todo//
         }

         class FIR
         {
            private int firID;
            private string fir name;
            private string fir type;
```

```
private string fir description;

public void EditData()
{
   //Todo//
}
public void DeleteData()
{
   //Todo//
}
public void DisplayData()
{
   //Todo//
}

class CHARGESHEET
{
   private int chargesheetID;
   private string chargesheet fine;
   private string chargesheet type;


   public void EditData()
   {
      //Todo//
   }
   public void DeleteData()
   {
      //Todo//
   }
   public void DisplayData()
   {
      //Todo//
   }
   class PRESIONER
   {
      private int presionerID;
      private string presionername;
      private int mobilenumber;
      private string address;
      private string gender;
```

```
        public void EditData()
        {
          //Todo//
        }
        public void DeleteData()
        {
          //Todo//
        }
        public void DisplayData()
        {
          //Todo//
        }
        class COMPLAINT
        {

          private int complaintid;
          private int registered date;
          private string complaint name;
          private string complaint type;

          public void EditData()
          {
            //Todo//
          }
          public void DeleteData()
          {
            //Todo//
          }
          public void DisplayData()
          {
            //Todo//
          }

        }
      }




        }
      }
    }
```

```
    }
}
```

UML:


CRIMINAL TABLE
(-)name = string
(-)mobile = int
(-)salary = int
(-)emailID = string
(+)EDITDATA = void
(+)CREATEDATA = void
(+)DELETEDATA = void
(+)DISPLAYDATA = void
PRISONER TABLE
(-) name = string
(-)mobile = int
(-)salary = int
(-)empID = int
(-)address = string
(+)editdata = void
(+)deletedata = void
(+)createdata = void
POLICE STATION
CHARGESHEET
(-) number = int
(-) type = string
(-) name = string
(+)editdata = void
(+)deletedata = void
(+)createdata = void
(+)displaydata = void
FIR TABLE
(-) name = string
(-) ID = int
(-) mobile = int
(-) address = string
(+) create data = void
(+) edit data = void
(+) delete data = void
(+) display data = void

RESTAURANT UML CLASS

CODE:

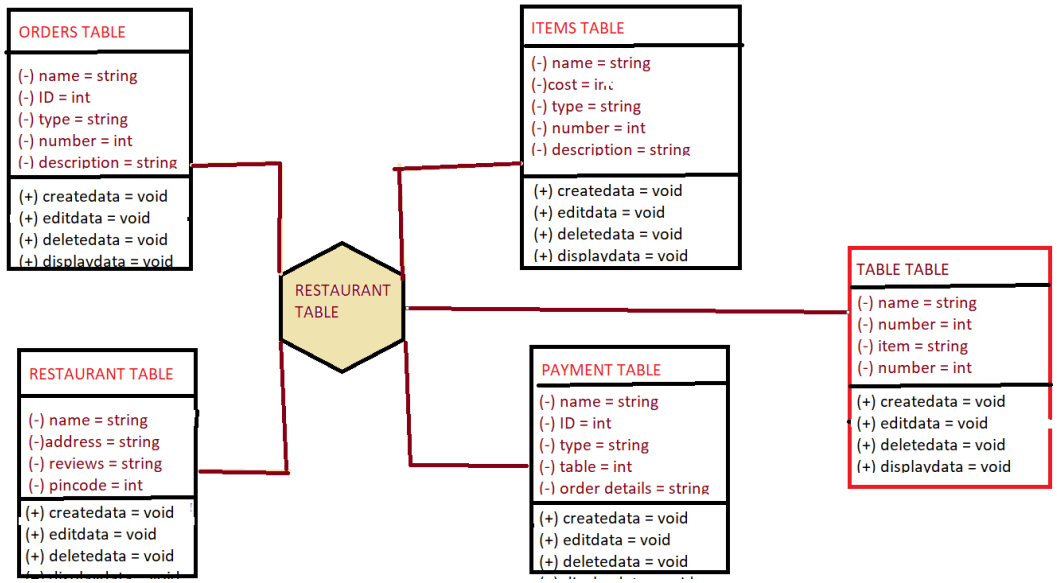
```
using System;
using System.Collections.Generic;
using System. LINQ;
using System. Text;
using System.Threading.Tasks;

namespace Day4eve_20_project
{
   internal class RESTAURANT
   {


      class ORDERS
      {
         private string ordername;
         private int orderID;
         private int ordernumber;
         private string ordertype;
         private string orderdescription;

         public void EditData()
         {
            //Todo//
         }
         public void DeleteData()
         {
            //Todo//
         }
         public void DisplayData()
         {
            //Todo//
         }

         class ITEMS
         {
            private int itemnumber;
            private string itemname;
            private int cost;
```

```
private string itemtype;

public void EditData()
{
   //Todo//
}
public void DeleteData()
{
   //Todo//
}
public void DisplayData()
{
   //Todo//
}

class RESTAURANT
{
   private string name;
   private string address;
   private string reviews;
   private string restauranttype;


   public void EditData()
   {
      //Todo//
   }
   public void DeleteData()
   {
      //Todo//
   }
   public void DisplayData()
   {
      //Todo//
   }
   class PAYMENT
   {
      private int paymentnumber;
      private string mode;
      private int mobilenumber;
      private string amount;
```

```
    public void EditData()
    {
      //Todo//
    }
    public void DeleteData()
    {
      //Todo//
    }
    public void DisplayData()
    {
      //Todo//
    }
    class TABLE
    {

      private int tablenumber;
      private int registereddate;
      private string itemsordered;
      private string bill;

      public void EditData()
      {
        //Todo//
      }
      public void DeleteData()
      {
        //Todo//
      }
      public void DisplayData()
      {
        //Todo//
      }

    }
}




    }
}
```

```
        }
    }
}
```

UML:


ORDERS TABLE
(-) name = string
(-) ID = int
(-) type = string
(-) number = int
(-) description = string
(+) createdata = void
(+) editdata = void
(+) deletedata = void
(+) displaydata = void
ITEMS TABLE
(-) name = string
(-)cost = int
(-) type = string
(-) number = int
(-) description = string
(+) createdata = void
(+) editdata = void
(+) deletedata = void
(+) displaydata = void
RESTAURANT TABLE
TABLE TABLE
(-) name = string
(-) number = int
(-) item = string
(-) number = int
(+) createdata = void
(+) editdata = void
(+) deletedata = void
(+) displaydata = void
RESTAURANT TABLE
(-) name = string
(-)address = string
(-) reviews = string
(-) pincode = int
(+) createdata = void
(+) editdata = void
(+) deletedata = void
PAYMENT TABLE
(-) name = string
(-) ID = int
(-) type = string
(-) table = int
(-) order details = string
(+) createdata = void
(+) editdata = void
(+) deletedata = void