

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//
    }

}
}

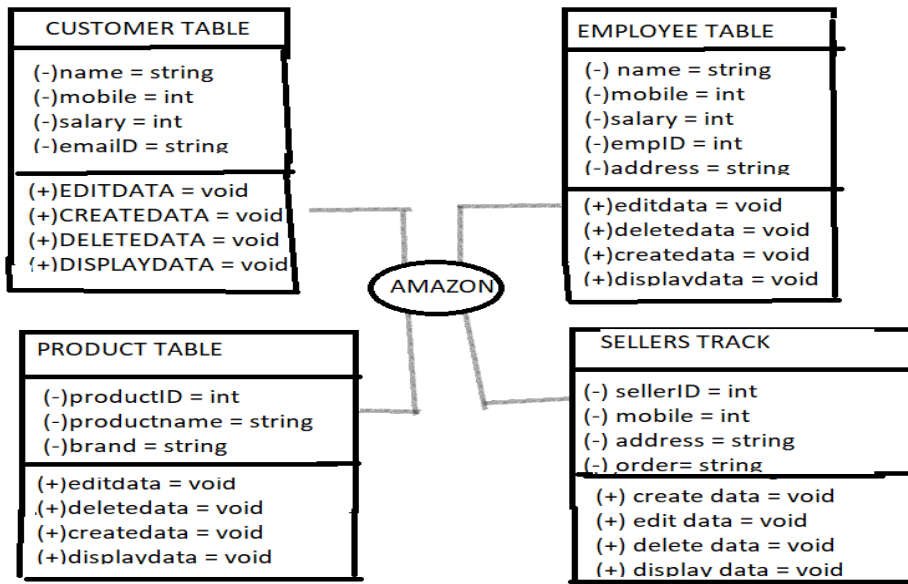
```

```

    }
  }
}

```

UML:



SLG HOSPITAL UML CLASS

CODE:

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

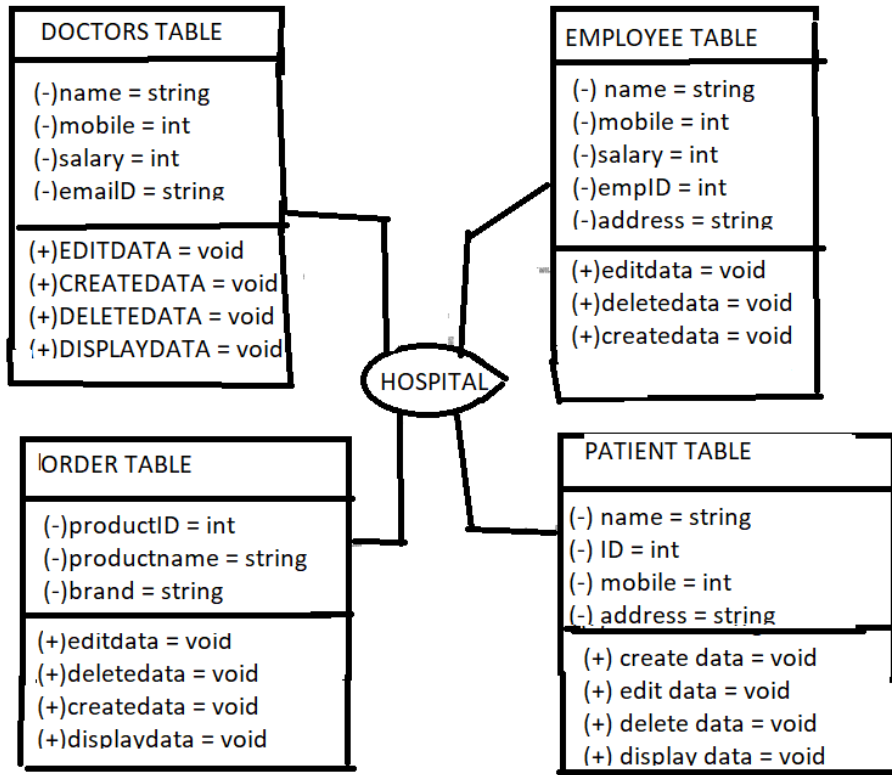
namespace Day4eve_20_project
{
    internal class HOSPITAL
    {

        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:

POLICE STATION 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//
    }

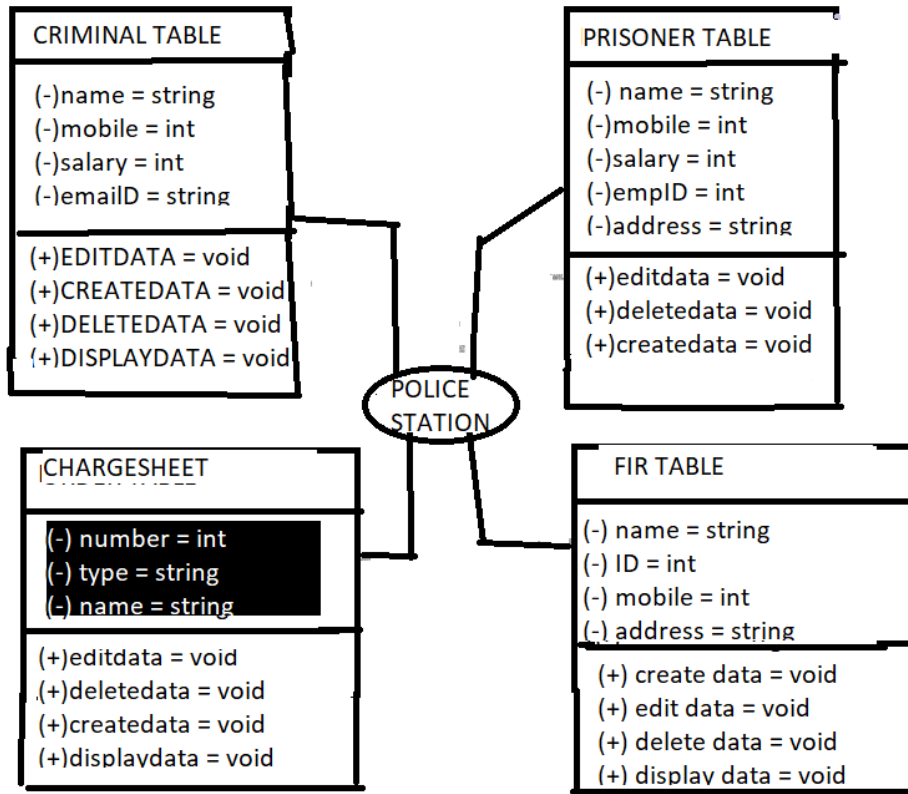
}

}

}
}

```

}
}



UML:

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 mobilenummer;
```

```
    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;

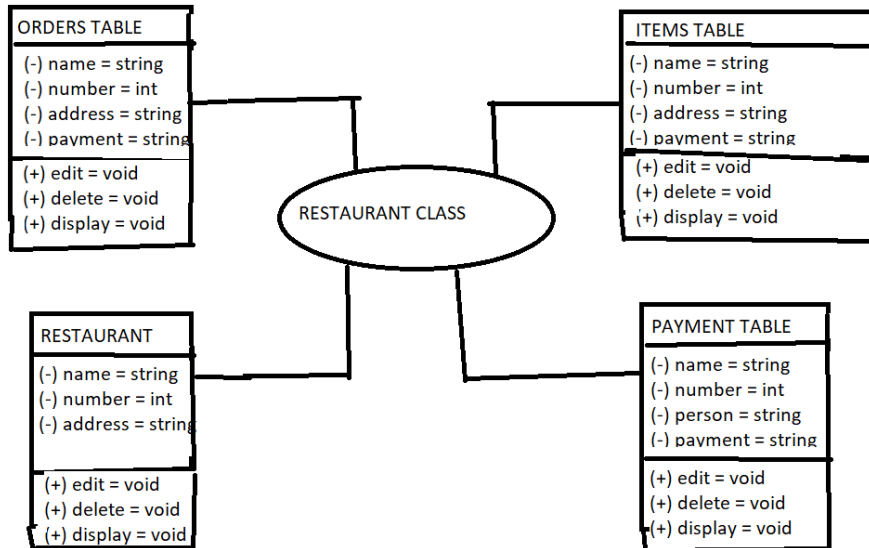
        public void EditData()
        {
            //Todo//
        }
        public void DeleteData()
        {
            //Todo//
        }
        public void DisplayData()
        {
            //Todo//
        }

    }
}

}
}

```

```
}  
}  
}
```



UML:

--