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

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| **AMAZON UML CLASS** |

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| **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:** |

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| **SLG HOSPITAL UML CLASS** |

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| **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()  {  //Todo//  }  public void DeleteData()  {  //Todo//  }  public void DisplayData()  {  //Todo//  }    **class EMPLOYEES**  {  private int emp\_Id;  private string emp\_name;  private int mobilenumber;  private string address;  private string gender;    public void EditData()  {  //Todo//  }  public void DeleteData()  {  //Todo//  }  public void DisplayData()  {  //Todo//  }  **class MEDICINE**  {  private int medicine\_id;  private string medicine\_name;  private int cost;  private string medicine\_dose;  private string medicine\_type;    public void EditData()  {  //Todo//  }  public void DeleteData()  {  //Todo//  }  public void DisplayData()  {  //Todo//  }  **class APPOINTMENT**  {    private int appointment \_id;  private int appointment \_date;  private string appointed \_doctor;  private string description;    public void EditData()  {  //Todo//  }  public void DeleteData()  {  //Todo//  }  public void DisplayData()  {  //Todo//  }    }  }          }  }  }  }  } |
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| **POLICE STATON UML CLASS** |

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| **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:** |

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| **RESTAURANT UML CLASS** |

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| 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:** |