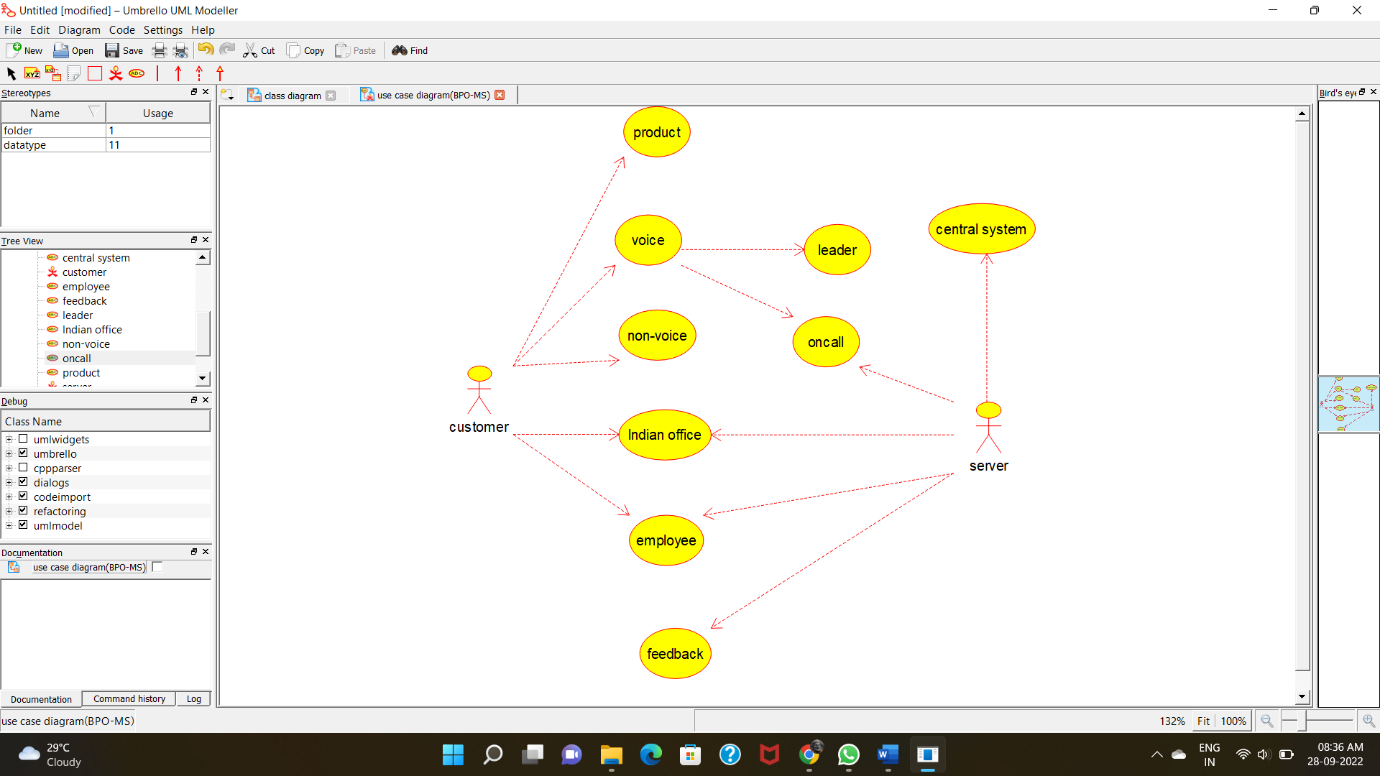
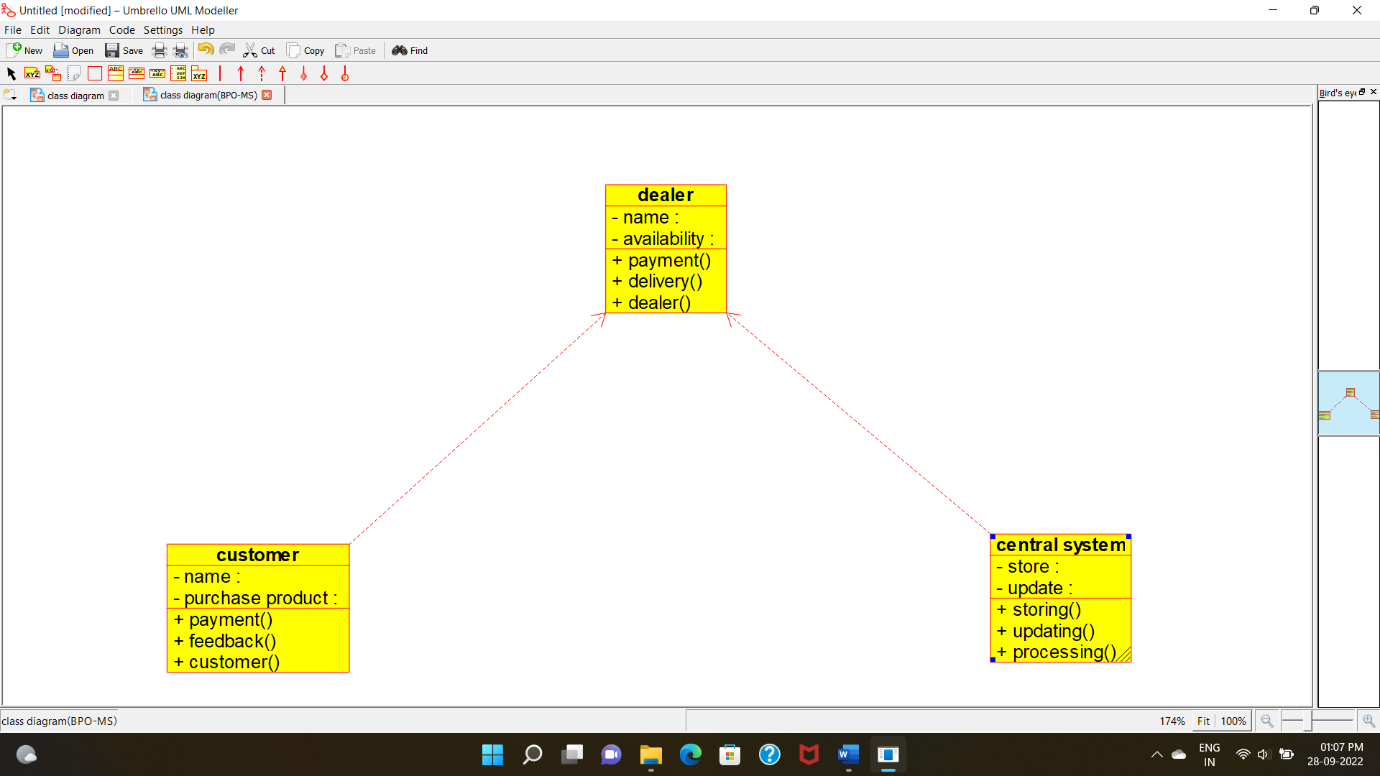
**13.BPO MANAGEMENT SYSTEM**

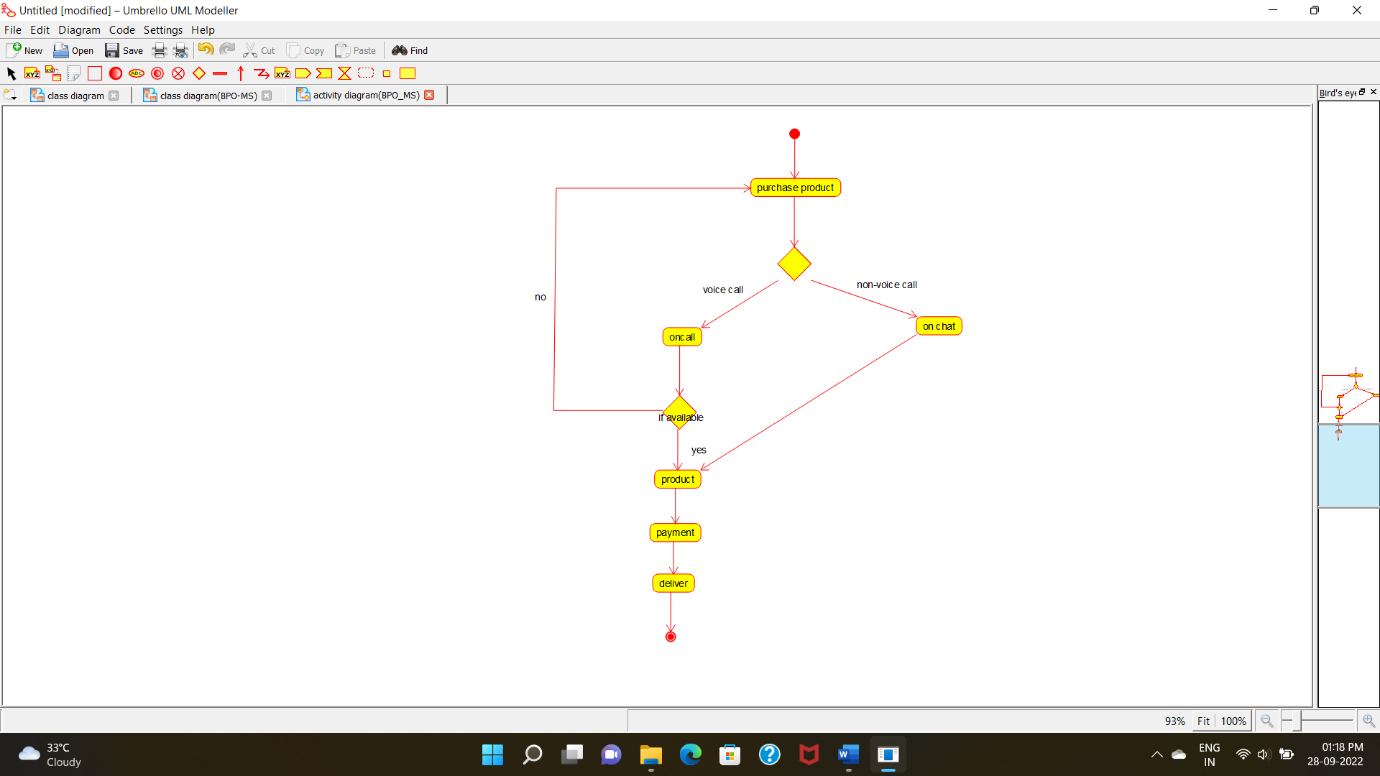
**USECASE DIAGRAM:**

****

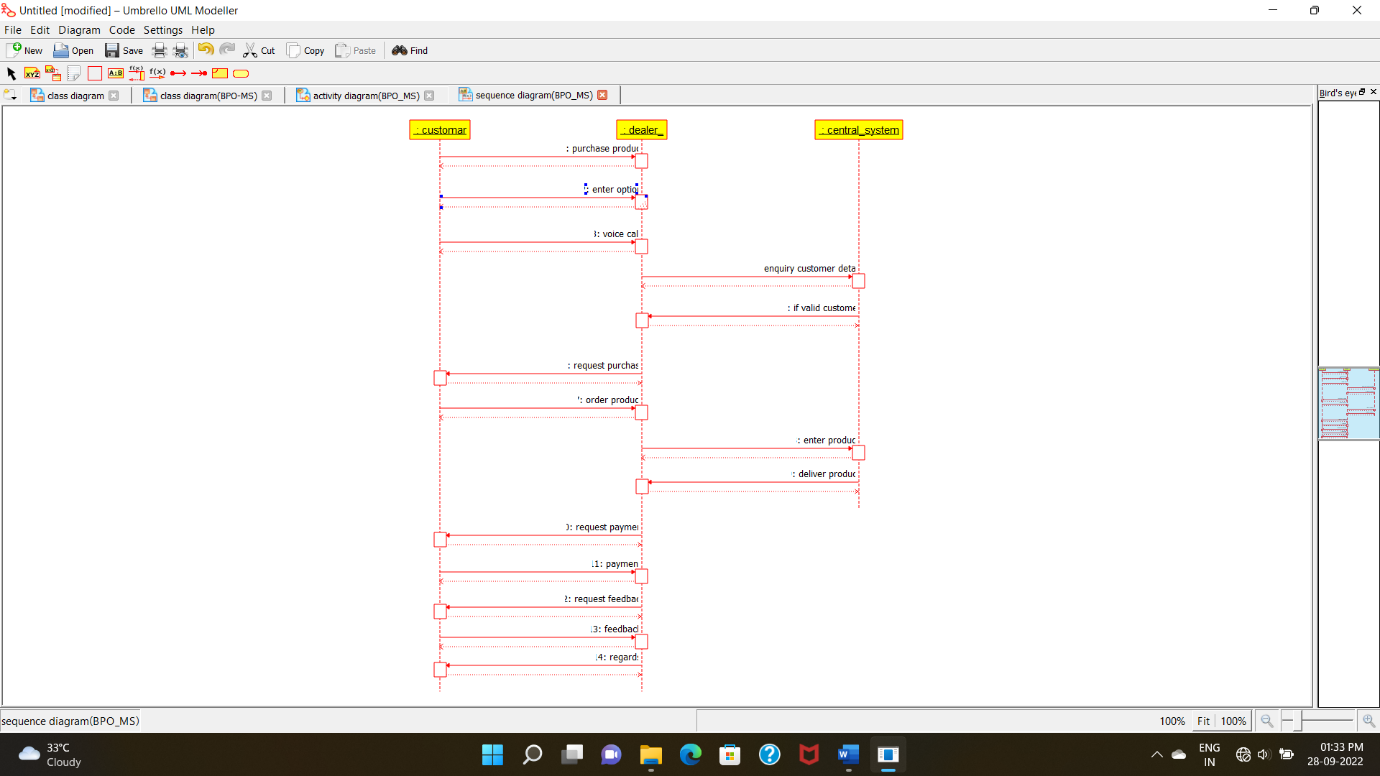
**CLASS DIAGRAM:**

****

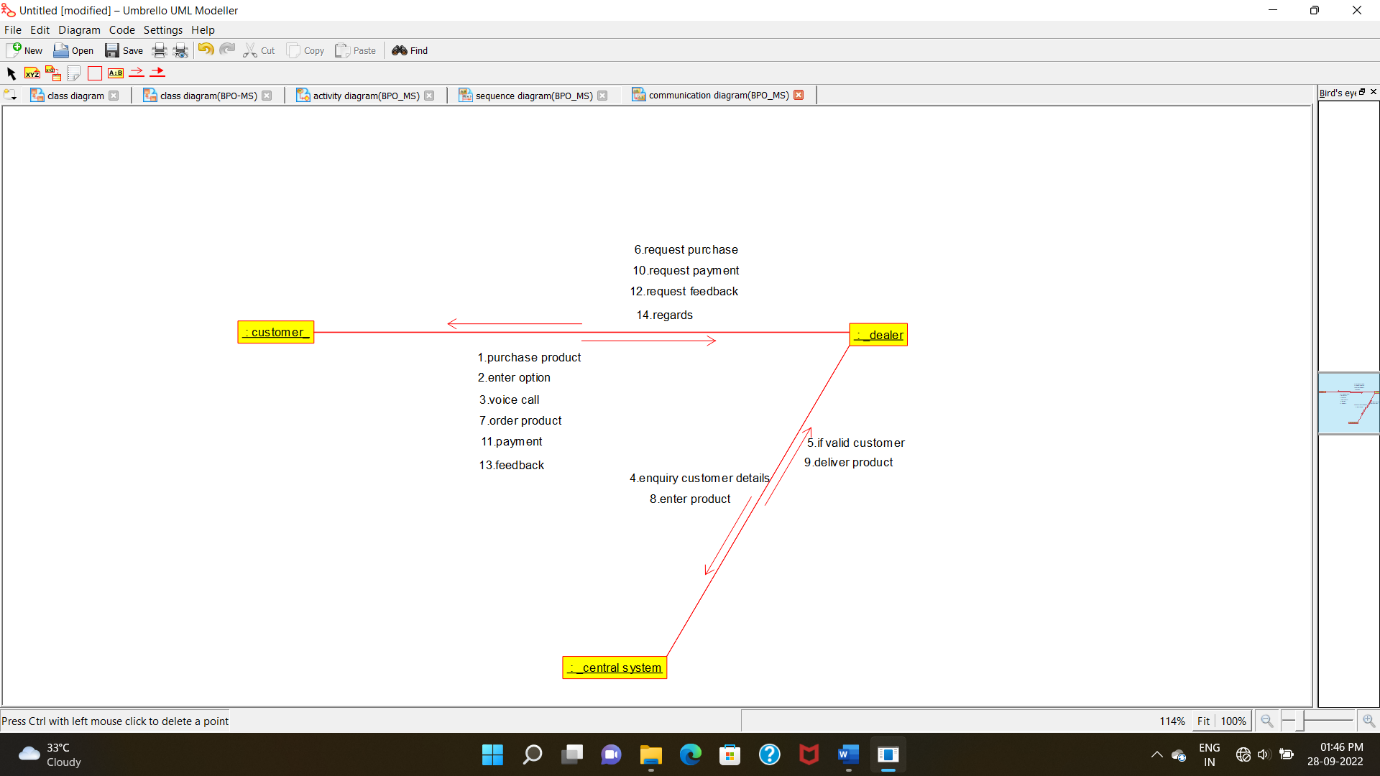
**ACTIVITY DIAGRAM:**

****

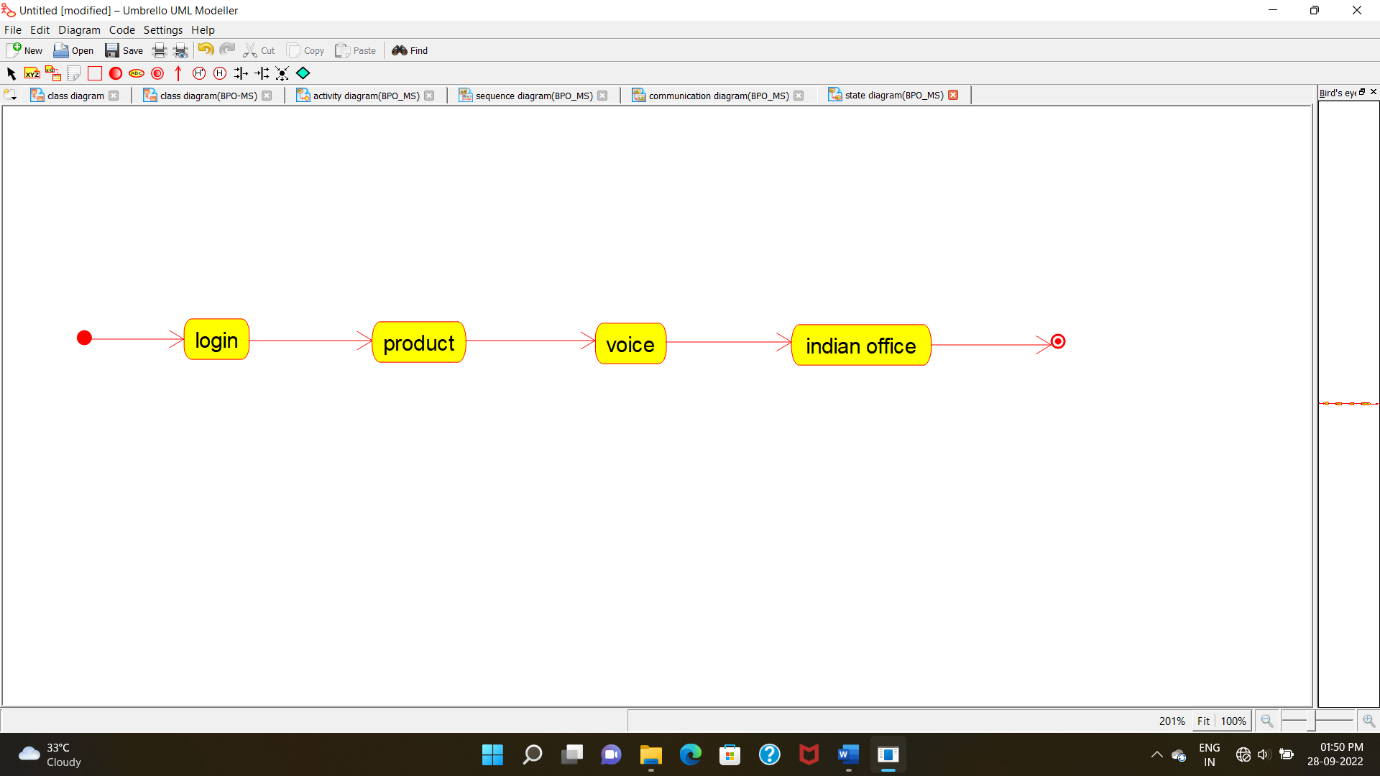
**SEQUENCE DIAGRAM:**

****

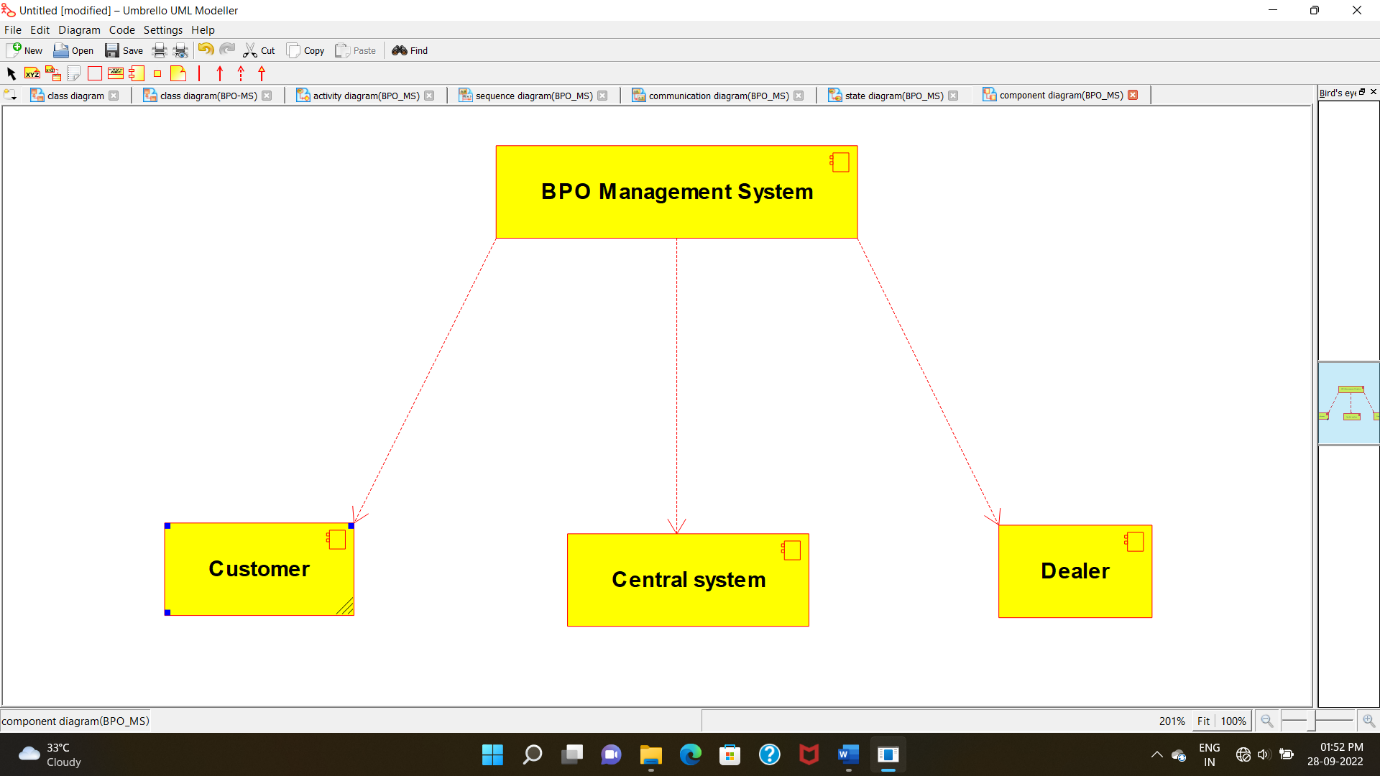
**COLLABORATION DIAGRAM:**

****

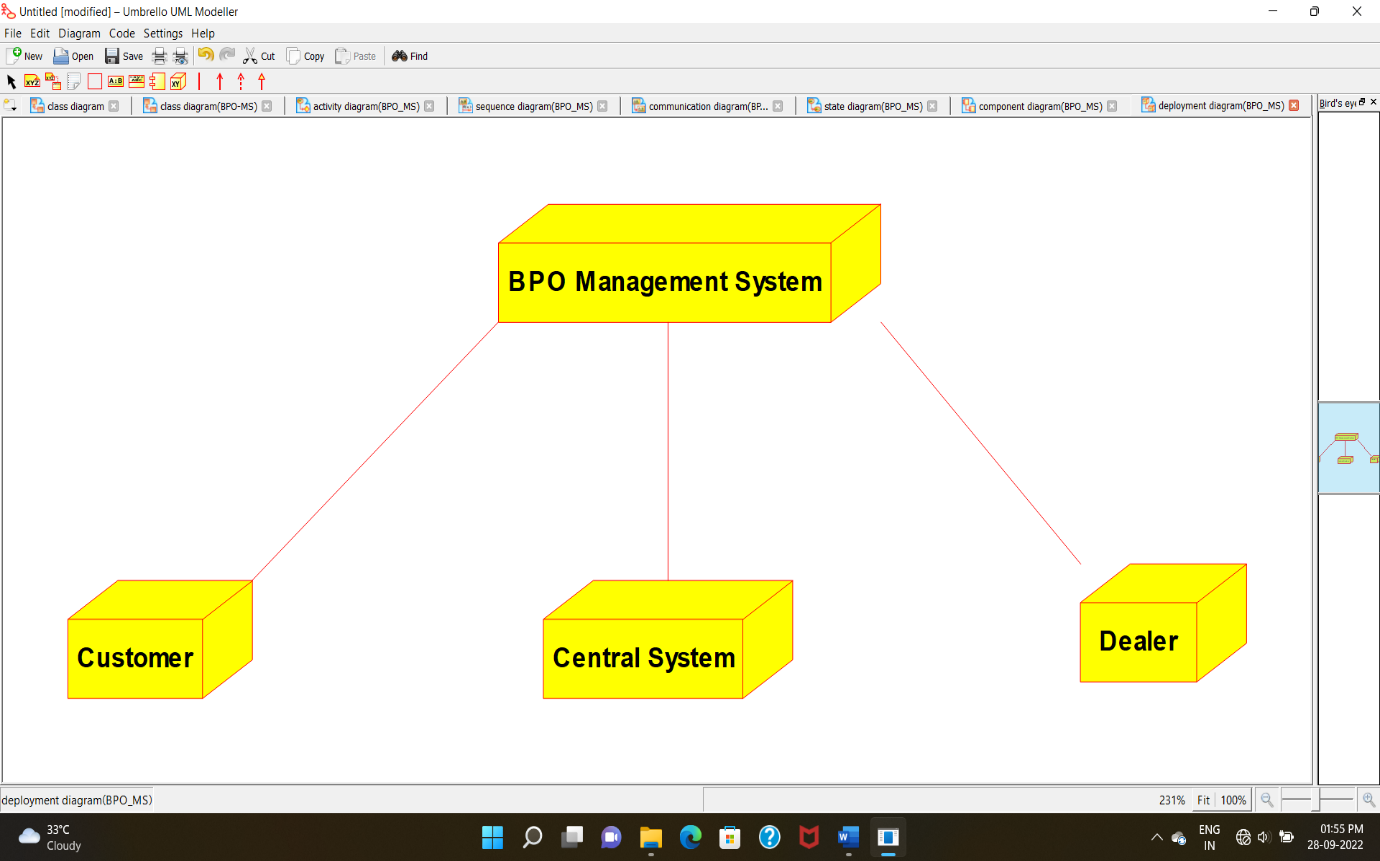
**STATECHART DIAGRAM:**

****

**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()

{

}

}