

**UNIFIED MODELING LANGUAGE(UML) DIAGRAMS OF
CLASS
BY
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AMAZON CLASS

```
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//
}
}
}
}
}
}
}

```

