/\*\*

\* Class Trading\_management\_system

\*/

public class Trading\_management\_system {

//

// Fields

//

private void Verify\_product\_; private int amount;

//

// Constructors

//

public Trading\_management\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of Verify\_product\_
* @param newVar the new value of Verify\_product\_

\*/

private void setVerify\_product\_ (void newVar) { Verify\_product\_ = newVar;

}

/\*\*

* Get the value of Verify\_product\_
* @return the value of Verify\_product\_

\*/

private void getVerify\_product\_ () { return Verify\_product\_;

}

/\*\*

* Set the value of amount
* @param newVar the new value of amount

\*/

private void setAmount (int newVar) { amount = newVar;

}

/\*\*

* Get the value of amount
* @return the value of amount

\*/

private int getAmount () { return amount;

}

//

// Other methods

//

/\*\*

\*/

public void Transport()

{

}

/\*\*

\*/

public void Delivery\_product()

{

}

/\*\*

\*/

public void Money\_transfer()

{

}

}

/\*\*

\* Class customer

\*/

public class customer extends Trading\_management\_system {

//

// Fields

//

private void Order\_product\_; private void quality;

//

// Constructors

//

public customer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of Order\_product\_
* @param newVar the new value of Order\_product\_

\*/

private void setOrder\_product\_ (void newVar) { Order\_product\_ = newVar;

}

/\*\*

* Get the value of Order\_product\_
* @return the value of Order\_product\_

\*/

private void getOrder\_product\_ () { return Order\_product\_;

}

/\*\*

* Set the value of quality
* @param newVar the new value of quality

\*/

private void setQuality (void newVar) { quality = newVar;

}

/\*\*

* Get the value of quality
* @return the value of quality

\*/

private void getQuality () { return quality;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

/\*\*

\*/

public void Delivery()

{

}

/\*\*

\*/

public void transport()

{

}

}

/\*\*

\* Class supplier

\*/

public class supplier extends Trading\_management\_system {

//

// Fields

//

private void Product\_supply;

//

// Constructors

//

public supplier () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of Product\_supply
* @param newVar the new value of Product\_supply

\*/

private void setProduct\_supply (void newVar) { Product\_supply = newVar;

/\*\*

* Get the value of Product\_supply
* @return the value of Product\_supply

\*/

private void getProduct\_supply () { return Product\_supply;

}

//

// Other methods

//

/\*\*

\*/

public void available\_product()

{

}

/\*\*

\*/

public void Money\_transfer()

{

}

}

