/\*\*

\* Class Database

\*/

public class Database {

//

// Fields

//

private void insurer\_detaiks;

private void valitidity;

private void Insurance\_details;

private void payment\_info;

//

// Constructors

//

public Database () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of insurer\_detaiks

\* @param newVar the new value of insurer\_detaiks

\*/

private void setInsurer\_detaiks (void newVar) {

insurer\_detaiks = newVar;

}

/\*\*

\* Get the value of insurer\_detaiks

\* @return the value of insurer\_detaiks

\*/

private void getInsurer\_detaiks () {

return insurer\_detaiks;

}

/\*\*

\* Set the value of valitidity

\* @param newVar the new value of valitidity

\*/

private void setValitidity (void newVar) {

valitidity = newVar;

}

/\*\*

\* Get the value of valitidity

\* @return the value of valitidity

\*/

private void getValitidity () {

return valitidity;

}

/\*\*

\* Set the value of Insurance\_details

\* @param newVar the new value of Insurance\_details

\*/

private void setInsurance\_details (void newVar) {

Insurance\_details = newVar;

}

/\*\*

\* Get the value of Insurance\_details

\* @return the value of Insurance\_details

\*/

private void getInsurance\_details () {

return Insurance\_details;

}

/\*\*

\* Set the value of payment\_info

\* @param newVar the new value of payment\_info

\*/

private void setPayment\_info (void newVar) {

payment\_info = newVar;

}

/\*\*

\* Get the value of payment\_info

\* @return the value of payment\_info

\*/

private void getPayment\_info () {

return payment\_info;

}

//

// Other methods

//

/\*\*

\*/

public void collectinsurer\_details()

{

}

/\*\*

\*/

public void collecct\_Insurance\_details()

{

}

/\*\*

\*/

public void check\_validity()

{

}

/\*\*

\*/

public void verify\_payment\_done()

{

}

}

/\*\*

\* Class Insurere\_

\*/

public class Insurere\_ {

//

// Fields

//

private void Insurance\_;

private void Info;

private void payment;

//

// Constructors

//

public Insurere\_ () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of Insurance\_

\* @param newVar the new value of Insurance\_

\*/

private void setInsurance\_ (void newVar) {

Insurance\_ = newVar;

}

/\*\*

\* Get the value of Insurance\_

\* @return the value of Insurance\_

\*/

private void getInsurance\_ () {

return Insurance\_;

}

/\*\*

\* Set the value of Info

\* @param newVar the new value of Info

\*/

private void setInfo (void newVar) {

Info = newVar;

}

/\*\*

\* Get the value of Info

\* @return the value of Info

\*/

private void getInfo () {

return Info;

}

/\*\*

\* Set the value of payment

\* @param newVar the new value of payment

\*/

private void setPayment (void newVar) {

payment = newVar;

}

/\*\*

\* Get the value of payment

\* @return the value of payment

\*/

private void getPayment () {

return payment;

}

//

// Other methods

//

/\*\*

\*/

public void give\_correct\_insurance\_info()

{

}

/\*\*

\*/

public void Do\_th\_payment()

{

}

}

/\*\*

\* Class Admin

\*/

public class Admin {

//

// Fields

//

private void check\_details;

private void maintain\_db;

//

// Constructors

//

public Admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of check\_details

\* @param newVar the new value of check\_details

\*/

private void setCheck\_details (void newVar) {

check\_details = newVar;

}

/\*\*

\* Get the value of check\_details

\* @return the value of check\_details

\*/

private void getCheck\_details () {

return check\_details;

}

/\*\*

\* Set the value of maintain\_db

\* @param newVar the new value of maintain\_db

\*/

private void setMaintain\_db (void newVar) {

maintain\_db = newVar;

}

/\*\*

\* Get the value of maintain\_db

\* @return the value of maintain\_db

\*/

private void getMaintain\_db () {

return maintain\_db;

}

//

// Other methods

//

/\*\*

\*/

public void verify\_all\_the\_details()

{

}

/\*\*

\*/

public void maintain\_the\_data\_base()

{

}

}

/\*\*

\* Class Agent

\*/

public class Agent {

//

// Fields

//

private void insurer\_details;

private void allocate\_insurance;

private void commision\_details;

//

// Constructors

//

public Agent () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of insurer\_details

\* @param newVar the new value of insurer\_details

\*/

private void setInsurer\_details (void newVar) {

insurer\_details = newVar;

}

/\*\*

\* Get the value of insurer\_details

\* @return the value of insurer\_details

\*/

private void getInsurer\_details () {

return insurer\_details;

}

/\*\*

\* Set the value of allocate\_insurance

\* @param newVar the new value of allocate\_insurance

\*/

private void setAllocate\_insurance (void newVar) {

allocate\_insurance = newVar;

}

/\*\*

\* Get the value of allocate\_insurance

\* @return the value of allocate\_insurance

\*/

private void getAllocate\_insurance () {

return allocate\_insurance;

}

/\*\*

\* Set the value of commision\_details

\* @param newVar the new value of commision\_details

\*/

private void setCommision\_details (void newVar) {

commision\_details = newVar;

}

/\*\*

\* Get the value of commision\_details

\* @return the value of commision\_details

\*/

private void getCommision\_details () {

return commision\_details;

}

//

// Other methods

//

/\*\*

\*/

public void Verify\_insurer\_details()

{

}

/\*\*

\*/

public void sanction\_insurance()

{

}

/\*\*

\*/

public void do\_payment()

{

}

/\*\*

\*/

public void after\_detuction\_commision()

{

}

}

