

/\*\*

\* Class user

\*/

public class user extends permission {

//

// Fields

//

private void user\_id; private void name; private void user\_role;

//

// Constructors

//

public user () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of user\_id
* @param newVar the new value of user\_id

\*/

private void setUser\_id (void newVar) { user\_id = newVar;

}

/\*\*

* Get the value of user\_id
* @return the value of user\_id

\*/

private void getUser\_id () { return user\_id;

}

/\*\*

* 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 user\_role
* @param newVar the new value of user\_role

\*/

private void setUser\_role (void newVar) { user\_role = newVar;

}

/\*\*

* Get the value of user\_role
* @return the value of user\_role

\*/

private void getUser\_role () { return user\_role;

}

//

// Other methods

//

/\*\*

\*/

public void add\_user()

{

}

/\*\*

\*/

public void edit\_user()

{

}

/\*\*

\*/

public void delete\_user()

{

}

/\*\*

\*/

public void search\_role()

{

}

}