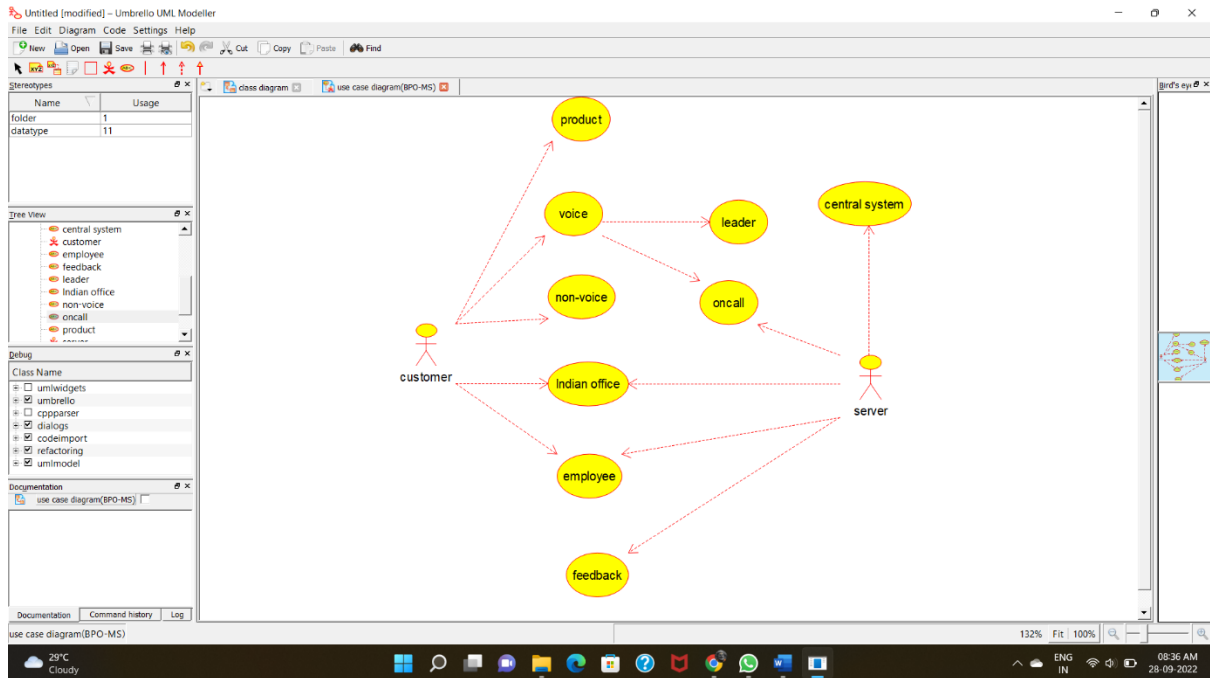
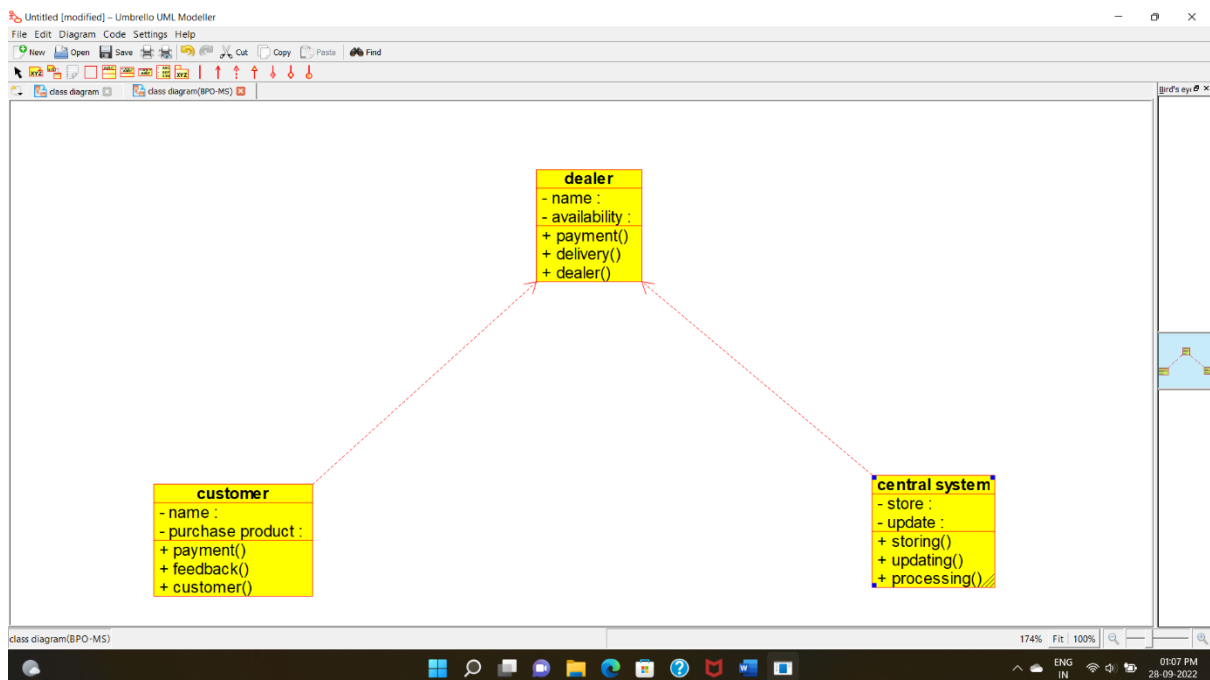


BPO MANAGEMENT SYSTEM

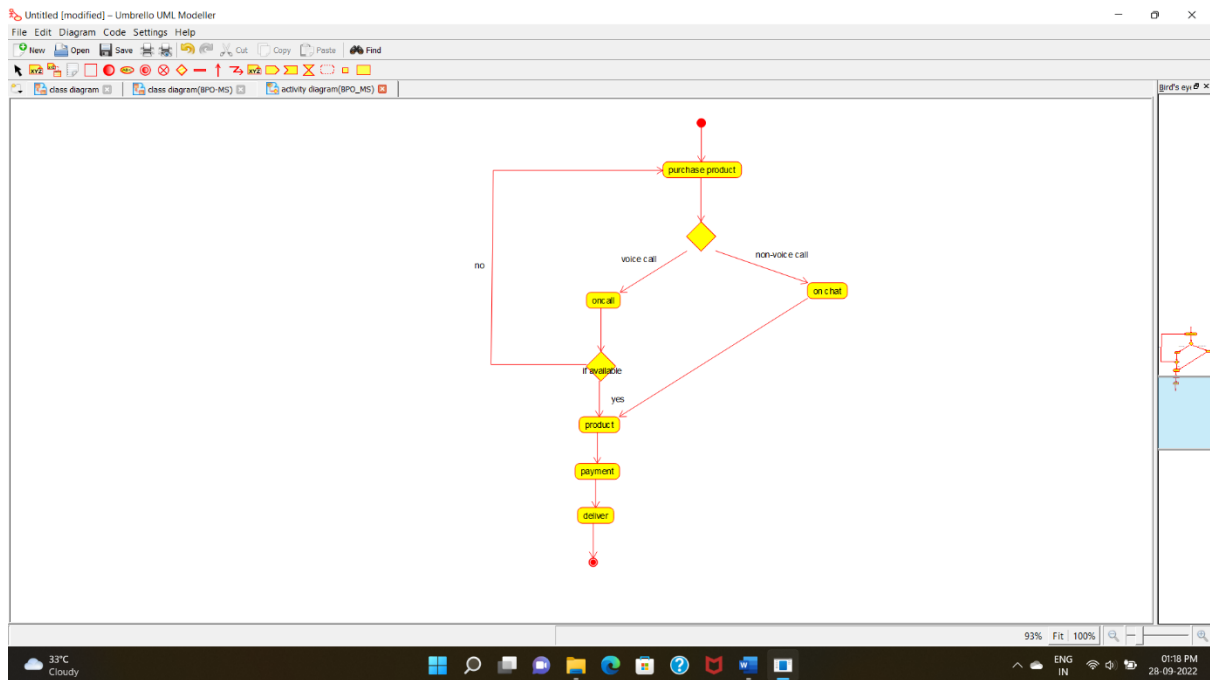
USE CASE DIAGRAM



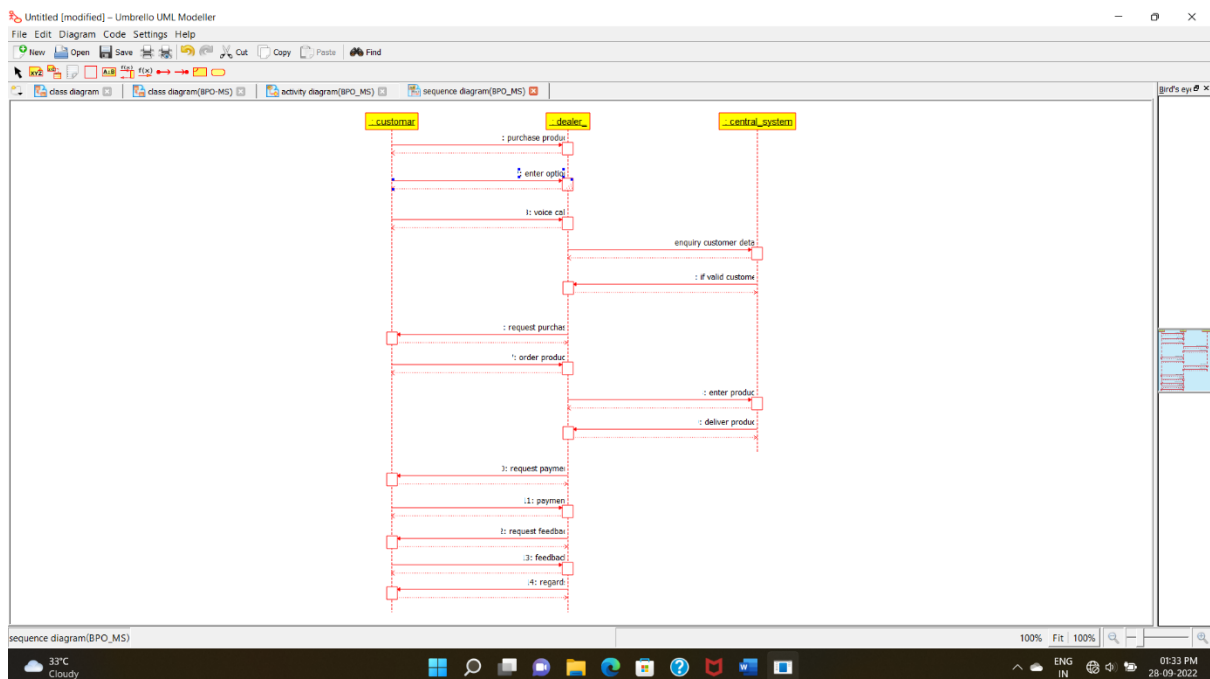
CLASS DIAGRAM



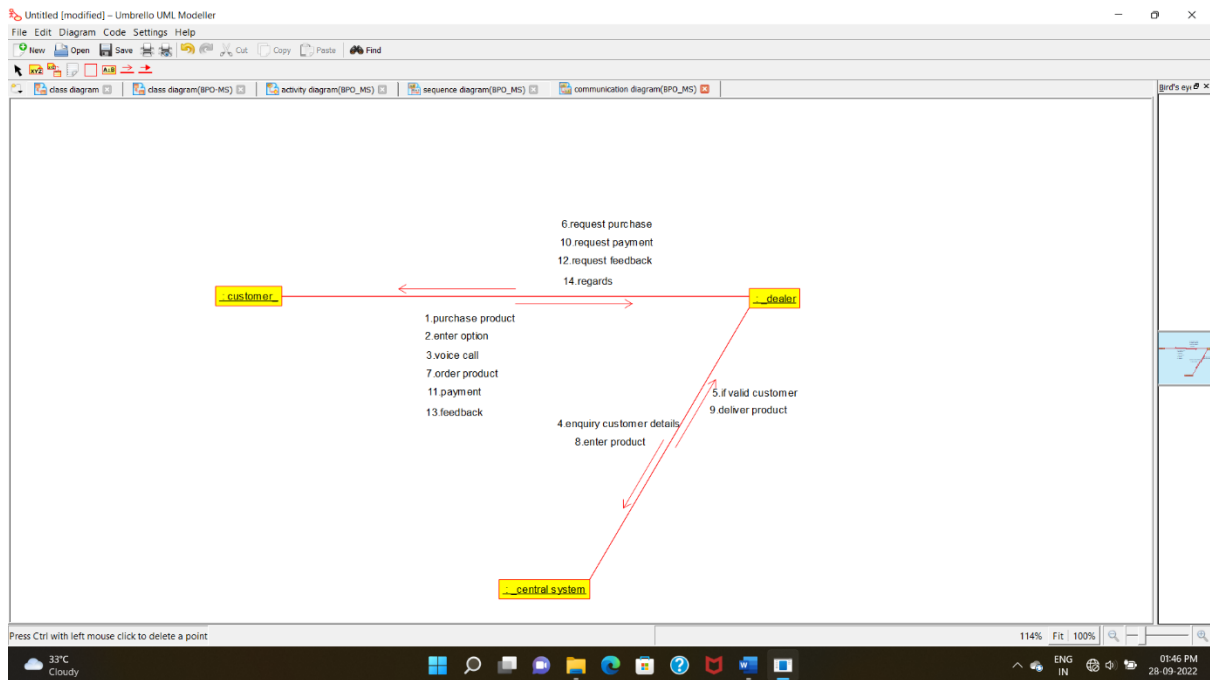
ACTIVITY DIAGRAM



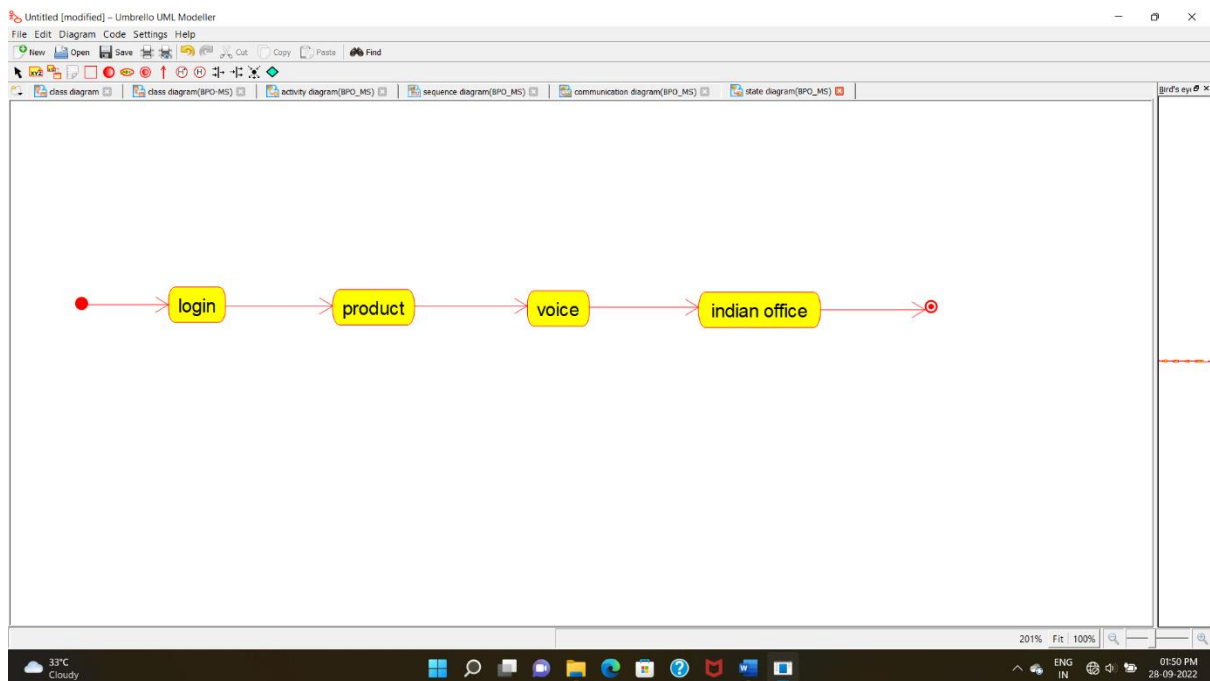
SEQUENTIAL DIAGRAM



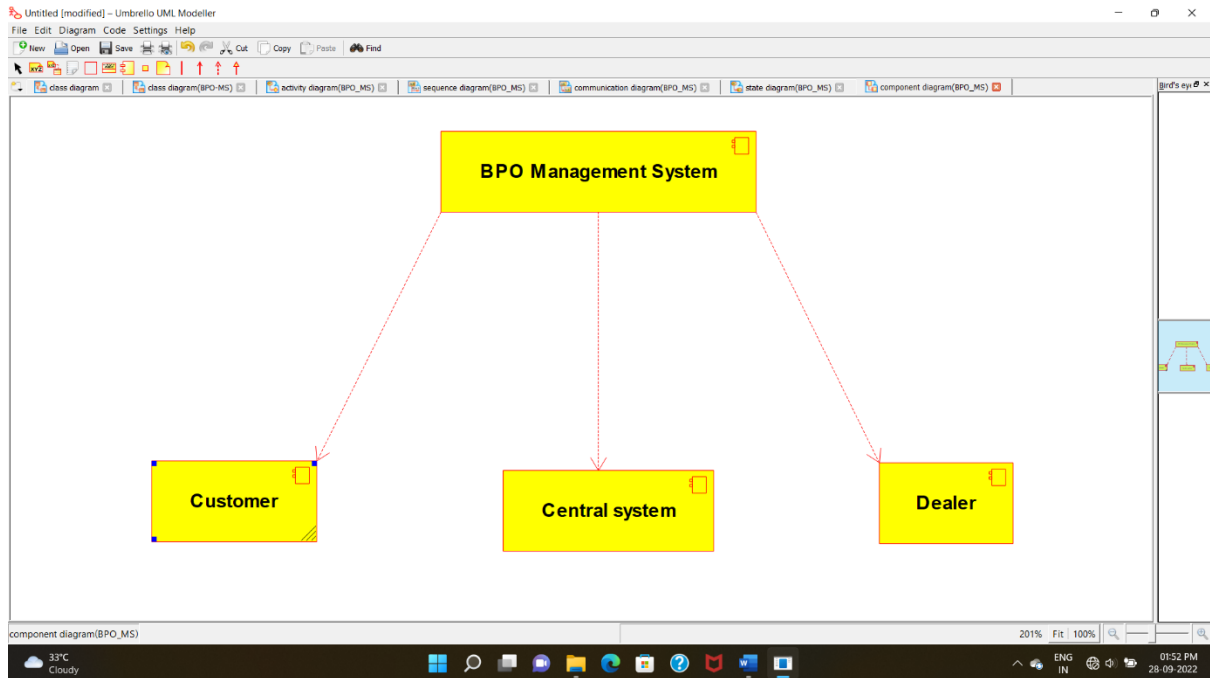
COLLABORATION DIAGRAM:



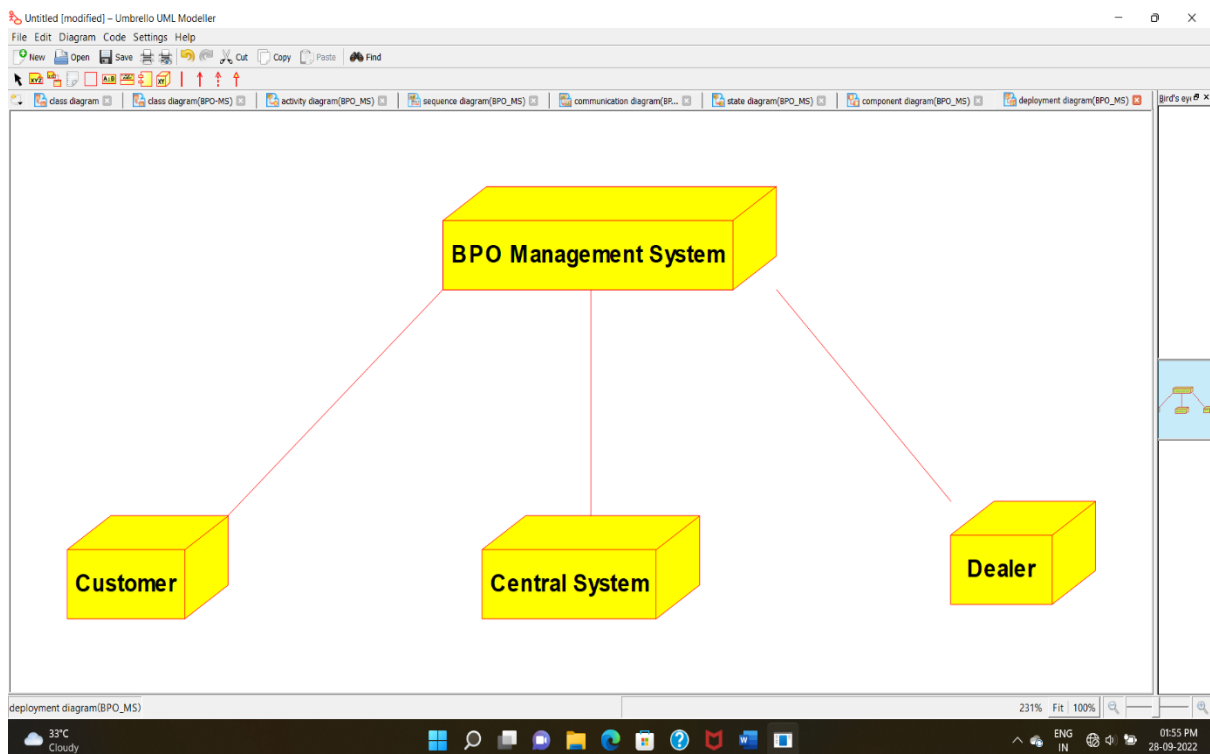
STATECHART DIAGRAM:



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()
```

```
{
```

```
}
```

```
}
```