| **DAY 5 : UML Design Patterns Assignment**  **By Vihar D.** |
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| Project 1 |
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| Amazon Structure and UML Pattern |
| Code : |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace AMAZON\_UML  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine("This is an AMAZON Application");  Console.ReadLine();  }  *//-------DATA REGARDING CUSTOMERS--------*  class CUSTOMER\_DATA  {  private string cust\_name;  private string cust\_email;  private string cust\_pwd;  private string cust\_subtype;  private string cust\_bill\_add, cust\_ship\_add;  private int cust\_phoneno;  public void CreateCustData()  {  *// ToDo*  }  public void UpdateCustData()  {  *// Todo*  }  public void DeleteCustData()  {  *// ToDo*  }  public void DisplayCustData()  {  *// ToDo*  }  public void SubscriptionData()  {  *// ToDo*  }  }  *//-------DATA REGARDING EMPLOYEES--------*  class EMPLOYEE\_DATA  {  private string emp\_id;  private string emp\_name;  private string emp\_benefits;  private int emp\_bonds;  private int emp\_sal;  public void CreateEmpData()  {  *// Todo*  }  public void UpdateEmpData()  {  *// Todo*  }  public void DeleteEmpData()  {  *// ToDo*  }  public void DisplayEmpData()  {  *// ToDo*  }  public void EmpActivityData()  {  *// ToDo*  }  }  *//-------DATA REGARDING SELLERS--------*  class SELLER\_DATA  {  private string sell\_id;  private string sell\_brand;  private string sell\_address;  private string sell\_rating;  private int sell\_orders;  private int sell\_transaction;  public void CreateSellData()  {  *// Todo*  }  public void UpdateSellData()  {  *// Todo*  }  public void DeleteSellData()  {  *// ToDo*  }  public void DisplaySellData()  {  *// ToDo*  }  public void SellProductData()  {  *// ToDo*  }  }  *//-------DATA REGARDING PRODUCTS--------*  class PRODUCT\_DATA  {  private string prod\_id;  private string prod\_name;  private string prod\_brand;  private string prod\_desc;  private string prod\_category;  private string prod\_rating;  private int prod\_price;  public void CreateProdData()  {  *// ToDo*  }  public void UpdateProdData()  {  *// Todo*  }  public void DeleteProdData()  {  *// ToDo*  }  public void DisplayProdData()  {  *// ToDo*  }  public void ReviewProdData()  {  *// ToDo*  }  }    *//-------DATA REGARDING ORDERS--------*  class ORDERTRACK\_DATA  {  private int order\_id;  private string order\_status;  private string order\_type;  private string Order\_ship\_details;  private string order\_cservice\_details;  public void TrackingData()  {  *// ToDo*  }  public void ShipProdData()  {  *// ToDo*  }  public void DelivProdData()  {  *// ToDo*  }  public void CourierServiceData()  {  *// ToDo*  }  public void ETAData()  {  *// ToDo*  }  }  }  } |
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| Project 2 |
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| Yashoda Hospitals Structure and UML Pattern |
| Code : |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace YASHODA\_UML  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine("This is a YASHODA HOSPITALS Application");  Console.ReadLine();  }  *//-------DATA REGARDING DOCTORS--------*  class DOCTOR\_DATA  {  private string doc\_name;  private string doc\_email;  private string doc\_designationl;  private int doc\_count;  private int doc\_exp;  public void CreateDocData()  {  *// ToDo*  }  public void UpdateDocData()  {  *// Todo*  }  public void DeleteDocData()  {  *// ToDo*  }  public void DisplayDocData()  {  *// ToDo*  }  public void ReferredPatData()  {  *// ToDo*  }  }  *//-------DATA REGARDING STAFF--------*  class STAFF\_DATA  {  private string staff\_name;  private string staff\_address;  private string staff\_exp;  private int staff\_countl;  private int staff\_sal;  private int staff\_age;  public void CreateStaffData()  {  *// Todo*  }  public void UpdateStaffData()  {  *// Todo*  }  public void DeleteStaffData()  {  *// ToDo*  }  public void DisplayStaffData()  {  *// ToDo*  }  public void StaffRosterData()  {  *// ToDo*  }  }  *//-------DATA REGARDING PATIENTS--------*  class PATIENT\_DATA  {  private string pat\_name;  private string pat\_condition;  private string pat\_ref\_docname;  private string pat\_prescription;  private int pat\_age;  private int pat\_bill;  public void CreatePatData()  {  *// Todo*  }  public void UpdatePatData()  {  *// Todo*  }  public void DeletePatData()  {  *// ToDo*  }  public void DisplayPatData()  {  *// ToDo*  }  public void PrescriptionData()  {  *// ToDo*  }  }  *//-------DATA REGARDING PHARMACY--------*  class PHARMACY\_DATA  {  private string pharm\_staff;  private string pharm\_brand;  private string pharm\_supplier;  private string pharm\_stock\_detail;  private string pharm\_order\_dets;  private int pharm\_prod\_price;  private int pharm\_income;  public void CreatePharmData()  {  *// ToDo*  }  public void UpdatePharmData()  {  *// Todo*  }  public void DeletePharmData()  {  *// ToDo*  }  public void DisplayPharmData()  {  *// ToDo*  }  public void PatientBenefitsData()  {  *// ToDo*  }  }    *//-------DATA REGARDING AMBULANCES--------*  class AMBULANCE\_DATA  {  private int amb\_count;  private string amb\_driver\_name;  private string amb\_details;  private string amb\_driver\_desc;  private int amb\_driver\_phoneno;  public void CreateAmbData()  {  *// ToDo*  }  public void UpdateAmbData()  {  *// ToDo*  }  public void DeleteAmbData()  {  *// ToDo*  }  public void DisplayAmbData()  {  *// ToDo*  }  public void ActiveEmergencyData()  {  *// ToDo*  }  }  }  } |
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| Project 3 |
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| Hyderabad Police Stations Structure and UML Pattern |
| Code : |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace HYD\_PS\_UML  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine("This is a Hyderabad Police Stations Application");  Console.ReadLine();  }  *//-------DATA REGARDING POLICE--------*  class POLICE\_DATA  {  private string police\_id;  private string police\_name;  private string police\_rank;  private int police\_age;  private int police\_phoneno;  private int police\_sal;  public void CreatePolData()  {  *// ToDo*  }  public void UpdatePolData()  {  *// Todo*  }  public void DeletePolData()  {  *// ToDo*  }  public void DisplayPolData()  {  *// ToDo*  }  public void PoliceRosterData()  {  *// ToDo*  }  }  *//-------DATA REGARDING WEAPONS--------*  class WEAPON\_DATA  {  private string weapon\_name;  private string weapon\_owner;  private string weapon\_type;  private int weapon\_bullet\_count;  private int weapon\_weightl;  public void CreateWpnData()  {  *// Todo*  }  public void UpdateWpnData()  {  *// Todo*  }  public void DeleteWpnData()  {  *// ToDo*  }  public void DisplayWpnData()  {  *// ToDo*  }  public void DefectiveWpnData()  {  *// ToDo*  }  }  *//-------DATA REGARDING CRIMINALS--------*  class CRIMINAL\_DATA  {  private string crim\_name;  private string crim\_desc;  private string crim\_crime;  private int crim\_total\_cases;  private int crim\_phoneno;  private int crim\_age;  private int crim\_alert;  public void CreateCrimData()  {  *// ToDo*  }  public void UpdateCrimData()  {  *// Todo*  }  public void DeleteCrimData()  {  *// ToDo*  }  public void DisplayCrimData()  {  *// ToDo*  }  public void CrimeProfileData()  {  *// ToDo*  }  }  *//-------DATA REGARDING CASES--------*  class CASES\_DATA  {  private string case\_name;  private string case\_desc;  private string case\_status;  private int case\_pending;  private int case\_total\_count;  public void CreateCaseData()  {  *// Todo*  }  public void UpdateCaseData()  {  *// Todo*  }  public void DeleteCaseData()  {  *// ToDo*  }  public void DisplayCaseData()  {  *// ToDo*  }  public void CaseStatusData()  {  *// ToDo*  }  }    *//-------DATA REGARDING DISPATCH--------*  class DISPATCH\_DATA  {  private int disp\_count;  private string disp\_name;  private string disp\_details;  private string disp\_desc;  private int disp\_phoneno;  public void CreateDispData()  {  *// ToDo*  }  public void UpdateDispData()  {  *// ToDo*  }  public void DeleteDispData()  {  *// ToDo*  }  public void DisplayDispData()  {  *// ToDo*  }  public void ActiveAlertData()  {  *// ToDo*  }  }  }  } |
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