



CODE FOR AGENT :

/\*\*

 \* Class AGENT

 \*/

public class AGENT {

  //

  // Fields

  //

  private void COLLECT\_INSURANCER\_DETAILS;

  private void ALLOCATE\_INSURANCE;

  private void COMMISSION;

  private void VERIFY\_INSURANCE\_DETAILS;

  //

  // Constructors

  //

  public AGENT () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of COLLECT\_INSURANCER\_DETAILS

   \* @param newVar the new value of COLLECT\_INSURANCER\_DETAILS

   \*/

  private void setCOLLECT\_INSURANCER\_DETAILS (void newVar) {

    COLLECT\_INSURANCER\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of COLLECT\_INSURANCER\_DETAILS

   \* @return the value of COLLECT\_INSURANCER\_DETAILS

   \*/

  private void getCOLLECT\_INSURANCER\_DETAILS () {

    return COLLECT\_INSURANCER\_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 COMMISSION

   \* @param newVar the new value of COMMISSION

   \*/

  private void setCOMMISSION (void newVar) {

    COMMISSION = newVar;

  }

  /\*\*

   \* Get the value of COMMISSION

   \* @return the value of COMMISSION

   \*/

  private void getCOMMISSION () {

    return COMMISSION;

  }

  /\*\*

   \* Set the value of VERIFY\_INSURANCE\_DETAILS

   \* @param newVar the new value of VERIFY\_INSURANCE\_DETAILS

   \*/

  private void setVERIFY\_INSURANCE\_DETAILS (void newVar) {

    VERIFY\_INSURANCE\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of VERIFY\_INSURANCE\_DETAILS

   \* @return the value of VERIFY\_INSURANCE\_DETAILS

   \*/

  private void getVERIFY\_INSURANCE\_DETAILS () {

    return VERIFY\_INSURANCE\_DETAILS;

  }

  //

  // Other methods

  //

}

CODE FOR DATABASE :

/\*\*

 \* Class DATABASE

 \*/

public class DATABASE {

  //

  // Fields

  //

  private void INSURANCER\_DETAILS;

  private void INSURANCE\_DETAILS;

  private void VALIDITY;

  private void PAYMENT\_INFO;

  //

  // Constructors

  //

  public DATABASE () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of INSURANCER\_DETAILS

   \* @param newVar the new value of INSURANCER\_DETAILS

   \*/

  private void setINSURANCER\_DETAILS (void newVar) {

    INSURANCER\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of INSURANCER\_DETAILS

   \* @return the value of INSURANCER\_DETAILS

   \*/

  private void getINSURANCER\_DETAILS () {

    return INSURANCER\_DETAILS;

  }

  /\*\*

   \* 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 VALIDITY

   \* @param newVar the new value of VALIDITY

   \*/

  private void setVALIDITY (void newVar) {

    VALIDITY = newVar;

  }

  /\*\*

   \* Get the value of VALIDITY

   \* @return the value of VALIDITY

   \*/

  private void getVALIDITY () {

    return VALIDITY;

  }

  /\*\*

   \* 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

  //

}

CODE FOR INSURANCER :

/\*\*

 \* Class INSURANCER

 \*/

public class INSURANCER {

  //

  // Fields

  //

  private void INSURANCE\_INFO;

  private void PAYMENT;

  private void GIVE\_CURRENT\_INSURANCE\_INFO\_;

  private void DO\_THE\_PAYMENT\_;

  //

  // Constructors

  //

  public INSURANCER () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of INSURANCE\_INFO

   \* @param newVar the new value of INSURANCE\_INFO

   \*/

  private void setINSURANCE\_INFO (void newVar) {

    INSURANCE\_INFO = newVar;

  }

  /\*\*

   \* Get the value of INSURANCE\_INFO

   \* @return the value of INSURANCE\_INFO

   \*/

  private void getINSURANCE\_INFO () {

    return INSURANCE\_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;

  }

  /\*\*

   \* Set the value of GIVE\_CURRENT\_INSURANCE\_INFO\_

   \* @param newVar the new value of GIVE\_CURRENT\_INSURANCE\_INFO\_

   \*/

  private void setGIVE\_CURRENT\_INSURANCE\_INFO\_ (void newVar) {

    GIVE\_CURRENT\_INSURANCE\_INFO\_ = newVar;

  }

  /\*\*

   \* Get the value of GIVE\_CURRENT\_INSURANCE\_INFO\_

   \* @return the value of GIVE\_CURRENT\_INSURANCE\_INFO\_

   \*/

  private void getGIVE\_CURRENT\_INSURANCE\_INFO\_ () {

    return GIVE\_CURRENT\_INSURANCE\_INFO\_;

  }

  /\*\*

   \* Set the value of DO\_THE\_PAYMENT\_

   \* @param newVar the new value of DO\_THE\_PAYMENT\_

   \*/

  private void setDO\_THE\_PAYMENT\_ (void newVar) {

    DO\_THE\_PAYMENT\_ = newVar;

  }

  /\*\*

   \* Get the value of DO\_THE\_PAYMENT\_

   \* @return the value of DO\_THE\_PAYMENT\_

   \*/

  private void getDO\_THE\_PAYMENT\_ () {

    return DO\_THE\_PAYMENT\_;

  }

  //

  // Other methods

  //

}