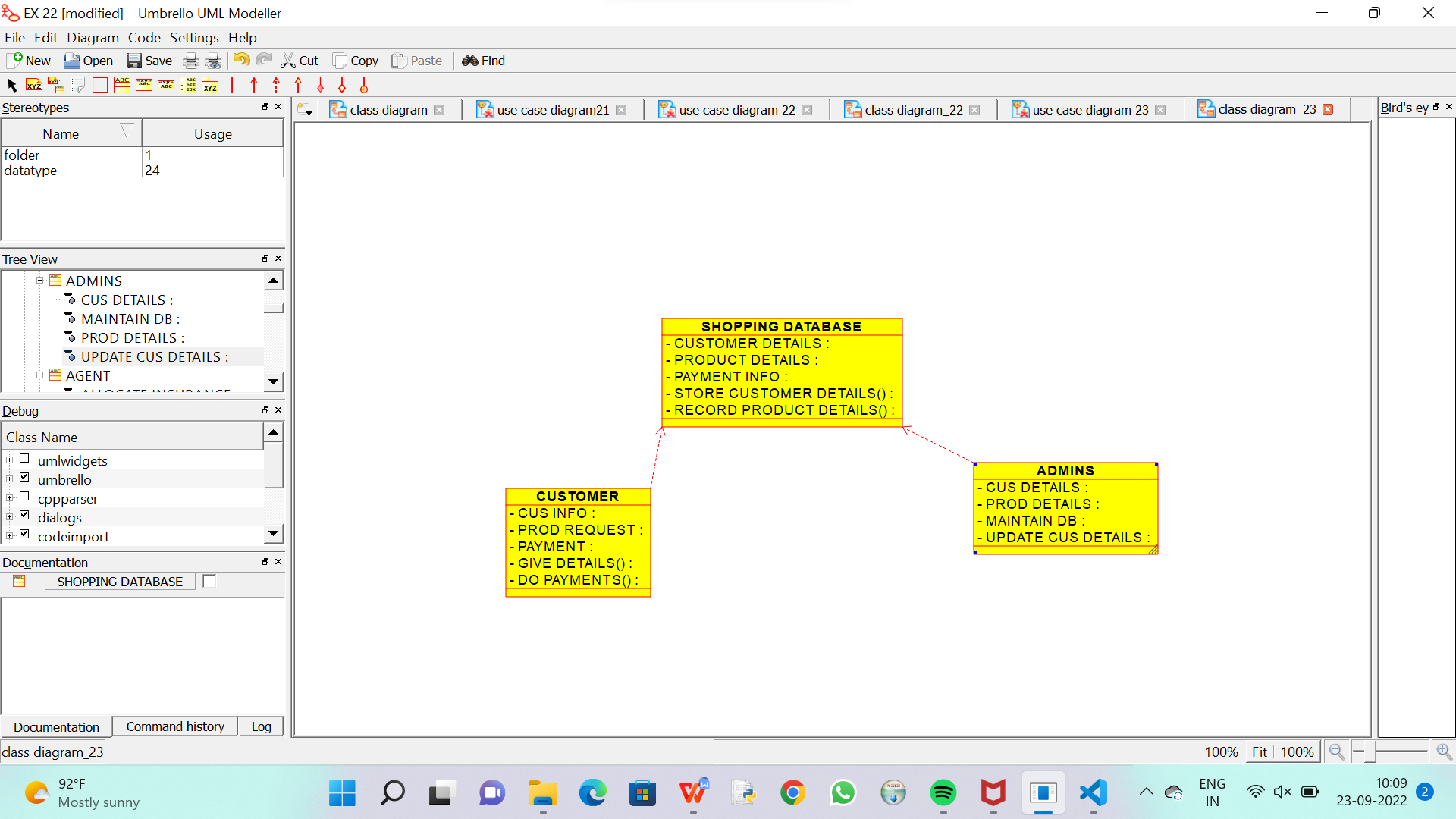


C

CODE FOR SHOPPING DATABASE :

/\*\*

 \* Class SHOPPING\_DATABASE

 \*/

public class SHOPPING\_DATABASE {

  //

  // Fields

  //

  private void CUSTOMER\_DETAILS;

  private void PRODUCT\_DETAILS;

  private void PAYMENT\_INFO;

  private void STORE\_CUSTOMER\_DETAILS\_;

  private void RECORD\_PRODUCT\_DETAILS\_;

  //

  // Constructors

  //

  public SHOPPING\_DATABASE () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of CUSTOMER\_DETAILS

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

   \*/

  private void setCUSTOMER\_DETAILS (void newVar) {

    CUSTOMER\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of CUSTOMER\_DETAILS

   \* @return the value of CUSTOMER\_DETAILS

   \*/

  private void getCUSTOMER\_DETAILS () {

    return CUSTOMER\_DETAILS;

  }

  /\*\*

   \* Set the value of PRODUCT\_DETAILS

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

   \*/

  private void setPRODUCT\_DETAILS (void newVar) {

    PRODUCT\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of PRODUCT\_DETAILS

   \* @return the value of PRODUCT\_DETAILS

   \*/

  private void getPRODUCT\_DETAILS () {

    return PRODUCT\_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;

  }

  /\*\*

   \* Set the value of STORE\_CUSTOMER\_DETAILS\_

   \* @param newVar the new value of STORE\_CUSTOMER\_DETAILS\_

   \*/

  private void setSTORE\_CUSTOMER\_DETAILS\_ (void newVar) {

    STORE\_CUSTOMER\_DETAILS\_ = newVar;

  }

  /\*\*

   \* Get the value of STORE\_CUSTOMER\_DETAILS\_

   \* @return the value of STORE\_CUSTOMER\_DETAILS\_

   \*/

  private void getSTORE\_CUSTOMER\_DETAILS\_ () {

    return STORE\_CUSTOMER\_DETAILS\_;

  }

  /\*\*

   \* Set the value of RECORD\_PRODUCT\_DETAILS\_

   \* @param newVar the new value of RECORD\_PRODUCT\_DETAILS\_

   \*/

  private void setRECORD\_PRODUCT\_DETAILS\_ (void newVar) {

    RECORD\_PRODUCT\_DETAILS\_ = newVar;

  }

  /\*\*

   \* Get the value of RECORD\_PRODUCT\_DETAILS\_

   \* @return the value of RECORD\_PRODUCT\_DETAILS\_

   \*/

  private void getRECORD\_PRODUCT\_DETAILS\_ () {

    return RECORD\_PRODUCT\_DETAILS\_;

  }

  //

  // Other methods

  //

}

CODE FOR CUSTOMER :

/\*\*

 \* Class CUSTOMER

 \*/

public class CUSTOMER {

  //

  // Fields

  //

  private void CUS\_INFO;

  private void PROD\_REQUEST;

  private void PAYMENT;

  private void GIVE\_DETAILS\_;

  private void DO\_PAYMENTS\_;

  //

  // Constructors

  //

  public CUSTOMER () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of CUS\_INFO

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

   \*/

  private void setCUS\_INFO (void newVar) {

    CUS\_INFO = newVar;

  }

  /\*\*

   \* Get the value of CUS\_INFO

   \* @return the value of CUS\_INFO

   \*/

  private void getCUS\_INFO () {

    return CUS\_INFO;

  }

  /\*\*

   \* Set the value of PROD\_REQUEST

   \* @param newVar the new value of PROD\_REQUEST

   \*/

  private void setPROD\_REQUEST (void newVar) {

    PROD\_REQUEST = newVar;

  }

  /\*\*

   \* Get the value of PROD\_REQUEST

   \* @return the value of PROD\_REQUEST

   \*/

  private void getPROD\_REQUEST () {

    return PROD\_REQUEST;

  }

  /\*\*

   \* 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\_DETAILS\_

   \* @param newVar the new value of GIVE\_DETAILS\_

   \*/

  private void setGIVE\_DETAILS\_ (void newVar) {

    GIVE\_DETAILS\_ = newVar;

  }

  /\*\*

   \* Get the value of GIVE\_DETAILS\_

   \* @return the value of GIVE\_DETAILS\_

   \*/

  private void getGIVE\_DETAILS\_ () {

    return GIVE\_DETAILS\_;

  }

  /\*\*

   \* Set the value of DO\_PAYMENTS\_

   \* @param newVar the new value of DO\_PAYMENTS\_

   \*/

  private void setDO\_PAYMENTS\_ (void newVar) {

    DO\_PAYMENTS\_ = newVar;

  }

  /\*\*

   \* Get the value of DO\_PAYMENTS\_

   \* @return the value of DO\_PAYMENTS\_

   \*/

  private void getDO\_PAYMENTS\_ () {

    return DO\_PAYMENTS\_;

  }

  //

  // Other methods

  //

}

/\*\*

 \* Class ADMINS

 \*/

public class ADMINS {

  //

  // Fields

  //

  private void CUS\_DETAILS;

  private void PROD\_DETAILS;

  private void MAINTAIN\_DB;

  private void UPDATE\_CUS\_DETAILS;

  //

  // Constructors

  //

  public ADMINS () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of CUS\_DETAILS

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

   \*/

  private void setCUS\_DETAILS (void newVar) {

    CUS\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of CUS\_DETAILS

   \* @return the value of CUS\_DETAILS

   \*/

  private void getCUS\_DETAILS () {

    return CUS\_DETAILS;

  }

  /\*\*

   \* Set the value of PROD\_DETAILS

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

   \*/

  private void setPROD\_DETAILS (void newVar) {

    PROD\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of PROD\_DETAILS

   \* @return the value of PROD\_DETAILS

   \*/

  private void getPROD\_DETAILS () {

    return PROD\_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;

  }

  /\*\*

   \* Set the value of UPDATE\_CUS\_DETAILS

   \* @param newVar the new value of UPDATE\_CUS\_DETAILS

   \*/

  private void setUPDATE\_CUS\_DETAILS (void newVar) {

    UPDATE\_CUS\_DETAILS = newVar;

  }

  /\*\*

   \* Get the value of UPDATE\_CUS\_DETAILS

   \* @return the value of UPDATE\_CUS\_DETAILS

   \*/

  private void getUPDATE\_CUS\_DETAILS () {

    return UPDATE\_CUS\_DETAILS;

  }

  //

  // Other methods

  //

}