



Code generation of member :

/\*\*

 \* Class members

 \*/

public class members {

  //

  // Fields

  //

  private void name;

  private void id;

  private void proof;

  private void presentation\_paper\_;

  private void winning\_prize\_;

  private void member;

  //

  // Constructors

  //

  public members () { };

  //

  // 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 id

   \* @param newVar the new value of id

   \*/

  private void setId (void newVar) {

    id = newVar;

  }

  /\*\*

   \* Get the value of id

   \* @return the value of id

   \*/

  private void getId () {

    return id;

  }

  /\*\*

   \* Set the value of proof

   \* @param newVar the new value of proof

   \*/

  private void setProof (void newVar) {

    proof = newVar;

  }

  /\*\*

   \* Get the value of proof

   \* @return the value of proof

   \*/

  private void getProof () {

    return proof;

  }

  /\*\*

   \* Set the value of presentation\_paper\_

   \* @param newVar the new value of presentation\_paper\_

   \*/

  private void setPresentation\_paper\_ (void newVar) {

    presentation\_paper\_ = newVar;

  }

  /\*\*

   \* Get the value of presentation\_paper\_

   \* @return the value of presentation\_paper\_

   \*/

  private void getPresentation\_paper\_ () {

    return presentation\_paper\_;

  }

  /\*\*

   \* Set the value of winning\_prize\_

   \* @param newVar the new value of winning\_prize\_

   \*/

  private void setWinning\_prize\_ (void newVar) {

    winning\_prize\_ = newVar;

  }

  /\*\*

   \* Get the value of winning\_prize\_

   \* @return the value of winning\_prize\_

   \*/

  private void getWinning\_prize\_ () {

    return winning\_prize\_;

  }

  /\*\*

   \* Set the value of member

   \* @param newVar the new value of member

   \*/

  private void setMember (void newVar) {

    member = newVar;

  }

  /\*\*

   \* Get the value of member

   \* @return the value of member

   \*/

  private void getMember () {

    return member;

  }

  //

  // Other methods

  //

}

Code generation of organiser :

/\*\*

 \* Class organiser

 \*/

public class organiser {

  //

  // Fields

  //

  private void member\_detail;

  private void function\_details;

  private void allocating\_the\_series\_;

  private void inviting\_the\_attendancees;

  private void choosing\_winner\_;

  //

  // Constructors

  //

  public organiser () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of member\_detail

   \* @param newVar the new value of member\_detail

   \*/

  private void setMember\_detail (void newVar) {

    member\_detail = newVar;

  }

  /\*\*

   \* Get the value of member\_detail

   \* @return the value of member\_detail

   \*/

  private void getMember\_detail () {

    return member\_detail;

  }

  /\*\*

   \* Set the value of function\_details

   \* @param newVar the new value of function\_details

   \*/

  private void setFunction\_details (void newVar) {

    function\_details = newVar;

  }

  /\*\*

   \* Get the value of function\_details

   \* @return the value of function\_details

   \*/

  private void getFunction\_details () {

    return function\_details;

  }

  /\*\*

   \* Set the value of allocating\_the\_series\_

   \* @param newVar the new value of allocating\_the\_series\_

   \*/

  private void setAllocating\_the\_series\_ (void newVar) {

    allocating\_the\_series\_ = newVar;

  }

  /\*\*

   \* Get the value of allocating\_the\_series\_

   \* @return the value of allocating\_the\_series\_

   \*/

  private void getAllocating\_the\_series\_ () {

    return allocating\_the\_series\_;

  }

  /\*\*

   \* Set the value of inviting\_the\_attendancees

   \* @param newVar the new value of inviting\_the\_attendancees

   \*/

  private void setInviting\_the\_attendancees (void newVar) {

    inviting\_the\_attendancees = newVar;

  }

  /\*\*

   \* Get the value of inviting\_the\_attendancees

   \* @return the value of inviting\_the\_attendancees

   \*/

  private void getInviting\_the\_attendancees () {

    return inviting\_the\_attendancees;

  }

  /\*\*

   \* Set the value of choosing\_winner\_

   \* @param newVar the new value of choosing\_winner\_

   \*/

  private void setChoosing\_winner\_ (void newVar) {

    choosing\_winner\_ = newVar;

  }

  /\*\*

   \* Get the value of choosing\_winner\_

   \* @return the value of choosing\_winner\_

   \*/

  private void getChoosing\_winner\_ () {

    return choosing\_winner\_;

  }

  //

  // Other methods

  //

}

Code generation of central management system :

/\*\*

 \* Class central\_management\_sys

 \*/

public class central\_management\_sys {

  //

  // Fields

  //

  private void mamber\_details;

  private void function\_details;

  private void details\_about\_seat\_allocation;

  private void storing\_;

  private void updating\_the\_details\_;

  private void central\_management\_sys\_;

  //

  // Constructors

  //

  public central\_management\_sys () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of mamber\_details

   \* @param newVar the new value of mamber\_details

   \*/

  private void setMamber\_details (void newVar) {

    mamber\_details = newVar;

  }

  /\*\*

   \* Get the value of mamber\_details

   \* @return the value of mamber\_details

   \*/

  private void getMamber\_details () {

    return mamber\_details;

  }

  /\*\*

   \* Set the value of function\_details

   \* @param newVar the new value of function\_details

   \*/

  private void setFunction\_details (void newVar) {

    function\_details = newVar;

  }

  /\*\*

   \* Get the value of function\_details

   \* @return the value of function\_details

   \*/

  private void getFunction\_details () {

    return function\_details;

  }

  /\*\*

   \* Set the value of details\_about\_seat\_allocation

   \* @param newVar the new value of details\_about\_seat\_allocation

   \*/

  private void setDetails\_about\_seat\_allocation (void newVar) {

    details\_about\_seat\_allocation = newVar;

  }

  /\*\*

   \* Get the value of details\_about\_seat\_allocation

   \* @return the value of details\_about\_seat\_allocation

   \*/

  private void getDetails\_about\_seat\_allocation () {

    return details\_about\_seat\_allocation;

  }

  /\*\*

   \* Set the value of storing\_

   \* @param newVar the new value of storing\_

   \*/

  private void setStoring\_ (void newVar) {

    storing\_ = newVar;

  }

  /\*\*

   \* Get the value of storing\_

   \* @return the value of storing\_

   \*/

  private void getStoring\_ () {

    return storing\_;

  }

  /\*\*

   \* Set the value of updating\_the\_details\_

   \* @param newVar the new value of updating\_the\_details\_

   \*/

  private void setUpdating\_the\_details\_ (void newVar) {

    updating\_the\_details\_ = newVar;

  }

  /\*\*

   \* Get the value of updating\_the\_details\_

   \* @return the value of updating\_the\_details\_

   \*/

  private void getUpdating\_the\_details\_ () {

    return updating\_the\_details\_;

  }

  /\*\*

   \* Set the value of central\_management\_sys\_

   \* @param newVar the new value of central\_management\_sys\_

   \*/

  private void setCentral\_management\_sys\_ (void newVar) {

    central\_management\_sys\_ = newVar;

  }

  /\*\*

   \* Get the value of central\_management\_sys\_

   \* @return the value of central\_management\_sys\_

   \*/

  private void getCentral\_management\_sys\_ () {

    return central\_management\_sys\_;

  }

  //

  // Other methods

  //

}