



Code generation of trading management system :

/\*\*

 \* Class trading\_management\_system

 \*/

public class trading\_management\_system {

  //

  // Fields

  //

  private void verify\_product;

  private void amount;

  private void transport;

  private void delivery\_product;

  private void money\_transfer\_;

  //

  // Constructors

  //

  public trading\_management\_system () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of verify\_product

   \* @param newVar the new value of verify\_product

   \*/

  private void setVerify\_product (void newVar) {

    verify\_product = newVar;

  }

  /\*\*

   \* Get the value of verify\_product

   \* @return the value of verify\_product

   \*/

  private void getVerify\_product () {

    return verify\_product;

  }

  /\*\*

   \* Set the value of amount

   \* @param newVar the new value of amount

   \*/

  private void setAmount (void newVar) {

    amount = newVar;

  }

  /\*\*

   \* Get the value of amount

   \* @return the value of amount

   \*/

  private void getAmount () {

    return amount;

  }

  /\*\*

   \* Set the value of transport

   \* @param newVar the new value of transport

   \*/

  private void setTransport (void newVar) {

    transport = newVar;

  }

  /\*\*

   \* Get the value of transport

   \* @return the value of transport

   \*/

  private void getTransport () {

    return transport;

  }

  /\*\*

   \* Set the value of delivery\_product

   \* @param newVar the new value of delivery\_product

   \*/

  private void setDelivery\_product (void newVar) {

    delivery\_product = newVar;

  }

  /\*\*

   \* Get the value of delivery\_product

   \* @return the value of delivery\_product

   \*/

  private void getDelivery\_product () {

    return delivery\_product;

  }

  /\*\*

   \* Set the value of money\_transfer\_

   \* @param newVar the new value of money\_transfer\_

   \*/

  private void setMoney\_transfer\_ (void newVar) {

    money\_transfer\_ = newVar;

  }

  /\*\*

   \* Get the value of money\_transfer\_

   \* @return the value of money\_transfer\_

   \*/

  private void getMoney\_transfer\_ () {

    return money\_transfer\_;

  }

  //

  // Other methods

  //

}

Code generation of supplier :

/\*\*

 \* Class supplier

 \*/

public class supplier {

  //

  // Fields

  //

  private void product\_supply;

  private void money\_transfer\_;

  private void available\_product\_;

  //

  // Constructors

  //

  public supplier () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of product\_supply

   \* @param newVar the new value of product\_supply

   \*/

  private void setProduct\_supply (void newVar) {

    product\_supply = newVar;

  }

  /\*\*

   \* Get the value of product\_supply

   \* @return the value of product\_supply

   \*/

  private void getProduct\_supply () {

    return product\_supply;

  }

  /\*\*

   \* Set the value of money\_transfer\_

   \* @param newVar the new value of money\_transfer\_

   \*/

  private void setMoney\_transfer\_ (void newVar) {

    money\_transfer\_ = newVar;

  }

  /\*\*

   \* Get the value of money\_transfer\_

   \* @return the value of money\_transfer\_

   \*/

  private void getMoney\_transfer\_ () {

    return money\_transfer\_;

  }

  /\*\*

   \* Set the value of available\_product\_

   \* @param newVar the new value of available\_product\_

   \*/

  private void setAvailable\_product\_ (void newVar) {

    available\_product\_ = newVar;

  }

  /\*\*

   \* Get the value of available\_product\_

   \* @return the value of available\_product\_

   \*/

  private void getAvailable\_product\_ () {

    return available\_product\_;

  }

  //

  // Other methods

  //

}

Code generation of customer :

/\*\*

 \* Class customer

 \*/

public class customer {

  //

  // Fields

  //

  private void order\_product;

  private void quality;

  private void payment\_;

  private void deliver\_;

  private void transport\_;

  //

  // Constructors

  //

  public customer () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of order\_product

   \* @param newVar the new value of order\_product

   \*/

  private void setOrder\_product (void newVar) {

    order\_product = newVar;

  }

  /\*\*

   \* Get the value of order\_product

   \* @return the value of order\_product

   \*/

  private void getOrder\_product () {

    return order\_product;

  }

  /\*\*

   \* Set the value of quality

   \* @param newVar the new value of quality

   \*/

  private void setQuality (void newVar) {

    quality = newVar;

  }

  /\*\*

   \* Get the value of quality

   \* @return the value of quality

   \*/

  private void getQuality () {

    return quality;

  }

  /\*\*

   \* 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 deliver\_

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

   \*/

  private void setDeliver\_ (void newVar) {

    deliver\_ = newVar;

  }

  /\*\*

   \* Get the value of deliver\_

   \* @return the value of deliver\_

   \*/

  private void getDeliver\_ () {

    return deliver\_;

  }

  /\*\*

   \* Set the value of transport\_

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

   \*/

  private void setTransport\_ (void newVar) {

    transport\_ = newVar;

  }

  /\*\*

   \* Get the value of transport\_

   \* @return the value of transport\_

   \*/

  private void getTransport\_ () {

    return transport\_;

  }

  //

  // Other methods

  //

}