



Code for dealer :

/\*\*

 \* Class dealer

 \*/

public class dealer {

  //

  // Fields

  //

  private void name;

  private void availability;

  //

  // Constructors

  //

  public dealer () { };

  //

  // 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 availability

   \* @param newVar the new value of availability

   \*/

  private void setAvailability (void newVar) {

    availability = newVar;

  }

  /\*\*

   \* Get the value of availability

   \* @return the value of availability

   \*/

  private void getAvailability () {

    return availability;

  }

  //

  // Other methods

  //

  /\*\*

   \*/

  public void payment()

  {

  }

  /\*\*

   \*/

  public void delivery()

  {

  }

  /\*\*

   \*/

  public void dealer()

  {

  }

}

Code for new class :

/\*\*

 \* Class new\_class

 \*/

public class new\_class {

  //

  // Fields

  //

  //

  // Constructors

  //

  public new\_class () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  //

  // Other methods

  //

}

Code for 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 for 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

  //

}