



CODE FOR DELIVERY BOY:

/\*\*

 \* Class delivery\_boy

 \*/

public class delivery\_boy {

  //

  // Fields

  //

  private void delivery\_food\_;

  private void take\_money\_;

  //

  // Constructors

  //

  public delivery\_boy () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of delivery\_food\_

   \* @param newVar the new value of delivery\_food\_

   \*/

  private void setDelivery\_food\_ (void newVar) {

    delivery\_food\_ = newVar;

  }

  /\*\*

   \* Get the value of delivery\_food\_

   \* @return the value of delivery\_food\_

   \*/

  private void getDelivery\_food\_ () {

    return delivery\_food\_;

  }

  /\*\*

   \* Set the value of take\_money\_

   \* @param newVar the new value of take\_money\_

   \*/

  private void setTake\_money\_ (void newVar) {

    take\_money\_ = newVar;

  }

  /\*\*

   \* Get the value of take\_money\_

   \* @return the value of take\_money\_

   \*/

  private void getTake\_money\_ () {

    return take\_money\_;

  }

  //

  // Other methods

  //

}

CODE FOR CUSTOMER:

/\*\*

 \* Class customer

 \*/

public class customer {

  //

  // Fields

  //

  private void order\_food;

  private void select\_food\_item;

  private void pay\_;

  //

  // Constructors

  //

  public customer () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of order\_food

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

   \*/

  private void setOrder\_food (void newVar) {

    order\_food = newVar;

  }

  /\*\*

   \* Get the value of order\_food

   \* @return the value of order\_food

   \*/

  private void getOrder\_food () {

    return order\_food;

  }

  /\*\*

   \* Set the value of select\_food\_item

   \* @param newVar the new value of select\_food\_item

   \*/

  private void setSelect\_food\_item (void newVar) {

    select\_food\_item = newVar;

  }

  /\*\*

   \* Get the value of select\_food\_item

   \* @return the value of select\_food\_item

   \*/

  private void getSelect\_food\_item () {

    return select\_food\_item;

  }

  /\*\*

   \* Set the value of pay\_

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

   \*/

  private void setPay\_ (void newVar) {

    pay\_ = newVar;

  }

  /\*\*

   \* Get the value of pay\_

   \* @return the value of pay\_

   \*/

  private void getPay\_ () {

    return pay\_;

  }

  //

  // Other methods

  //

}

CODE FOR ADMIN :

/\*\*

 \* Class admin

 \*/

public class admin {

  //

  // Fields

  //

  private void customer\_id;

  private void customer\_details;

  //

  // Constructors

  //

  public admin () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of customer\_id

   \* @param newVar the new value of customer\_id

   \*/

  private void setCustomer\_id (void newVar) {

    customer\_id = newVar;

  }

  /\*\*

   \* Get the value of customer\_id

   \* @return the value of customer\_id

   \*/

  private void getCustomer\_id () {

    return customer\_id;

  }

  /\*\*

   \* 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;

  }

  //

  // Other methods

  //

}