



/\*\*

\* Class customer

\*/

public class customer {

//

// Fields

//

private void place\_order;

//

// Constructors

//

public customer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of place\_order

\* @param newVar the new value of place\_order

\*/

private void setPlace\_order (void newVar) {

place\_order = newVar;

}

/\*\*

\* Get the value of place\_order

\* @return the value of place\_order

\*/

private void getPlace\_order () {

return place\_order;

}

//

// Other methods

//

/\*\*

\*/

public void payment()

{

}

}

/\*\*

\* Class central\_stock\_system

\*/

public class central\_stock\_system {

//

// Fields

//

private void store\_stock\_details;

//

// Constructors

//

public central\_stock\_system () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of store\_stock\_details

\* @param newVar the new value of store\_stock\_details

\*/

private void setStore\_stock\_details (void newVar) {

store\_stock\_details = newVar;

}

/\*\*

\* Get the value of store\_stock\_details

\* @return the value of store\_stock\_details

\*/

private void getStore\_stock\_details () {

return store\_stock\_details;

}

//

// Other methods

//

/\*\*

\*/

public void printbill()

{

}

/\*\*

\*/

public void delivery\_product()

{

}

}

/\*\*

\* Class stock\_dealer

\*/

public class stock\_dealer {

//

// Fields

//

private void take\_order;

private void enter\_order;

private void verify\_order;

//

// Constructors

//

public stock\_dealer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of take\_order

\* @param newVar the new value of take\_order

\*/

private void setTake\_order (void newVar) {

take\_order = newVar;

}

/\*\*

\* Get the value of take\_order

\* @return the value of take\_order

\*/

private void getTake\_order () {

return take\_order;

}

/\*\*

\* Set the value of enter\_order

\* @param newVar the new value of enter\_order

\*/

private void setEnter\_order (void newVar) {

enter\_order = newVar;

}

/\*\*

\* Get the value of enter\_order

\* @return the value of enter\_order

\*/

private void getEnter\_order () {

return enter\_order;

}

/\*\*

\* Set the value of verify\_order

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

\*/

private void setVerify\_order (void newVar) {

verify\_order = newVar;

}

/\*\*

\* Get the value of verify\_order

\* @return the value of verify\_order

\*/

private void getVerify\_order () {

return verify\_order;

}

//

// Other methods

//

/\*\*

\*/

public void deliver\_item()

{

}

}