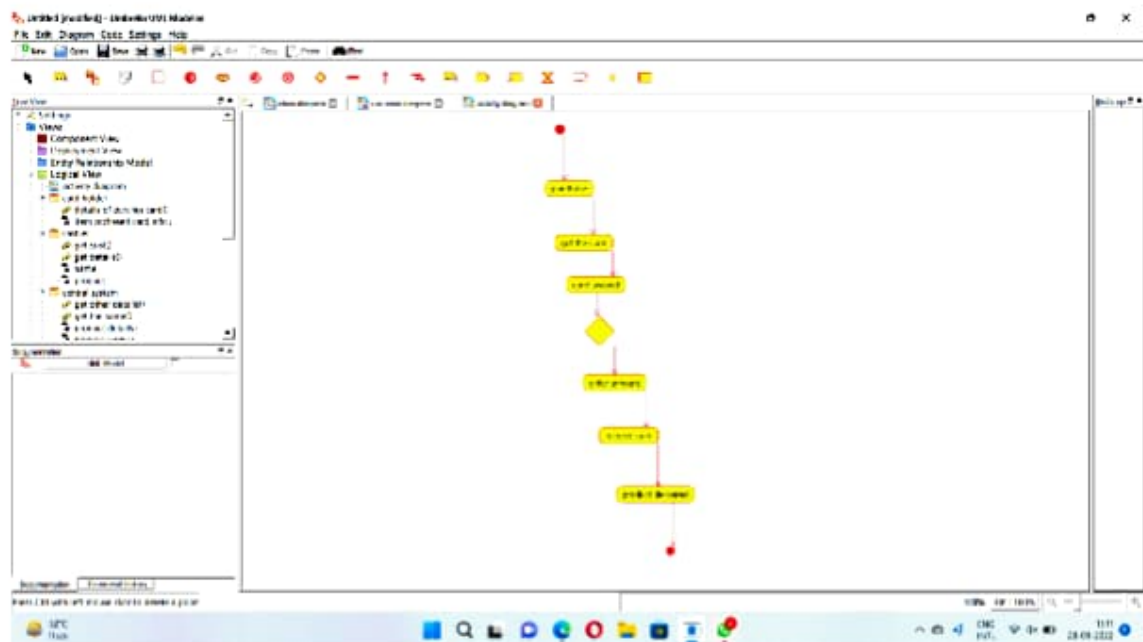
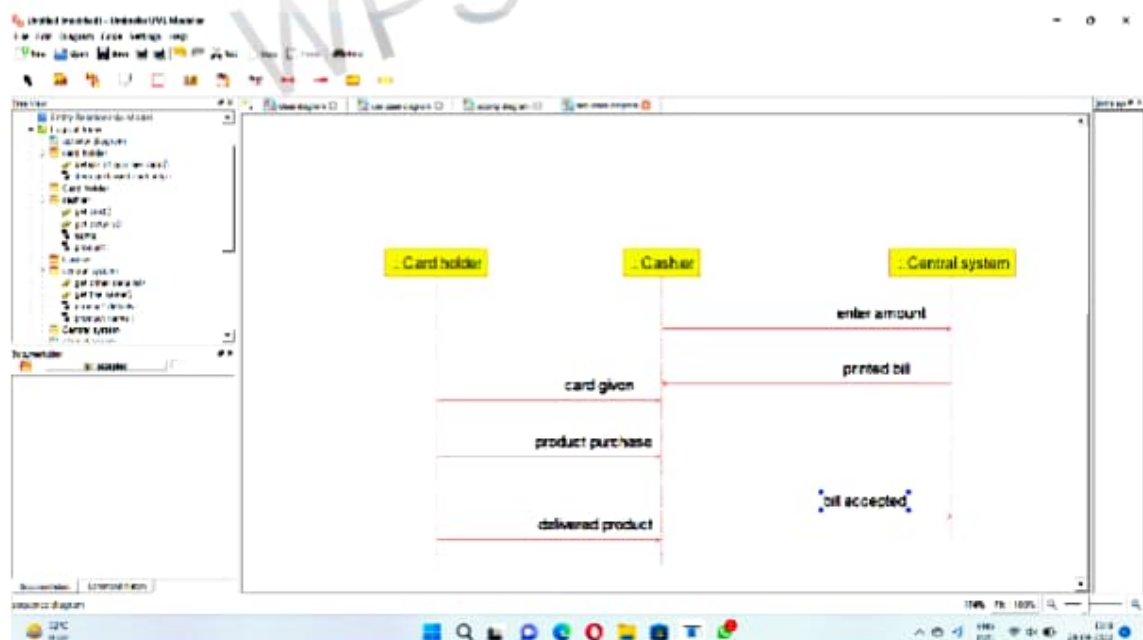


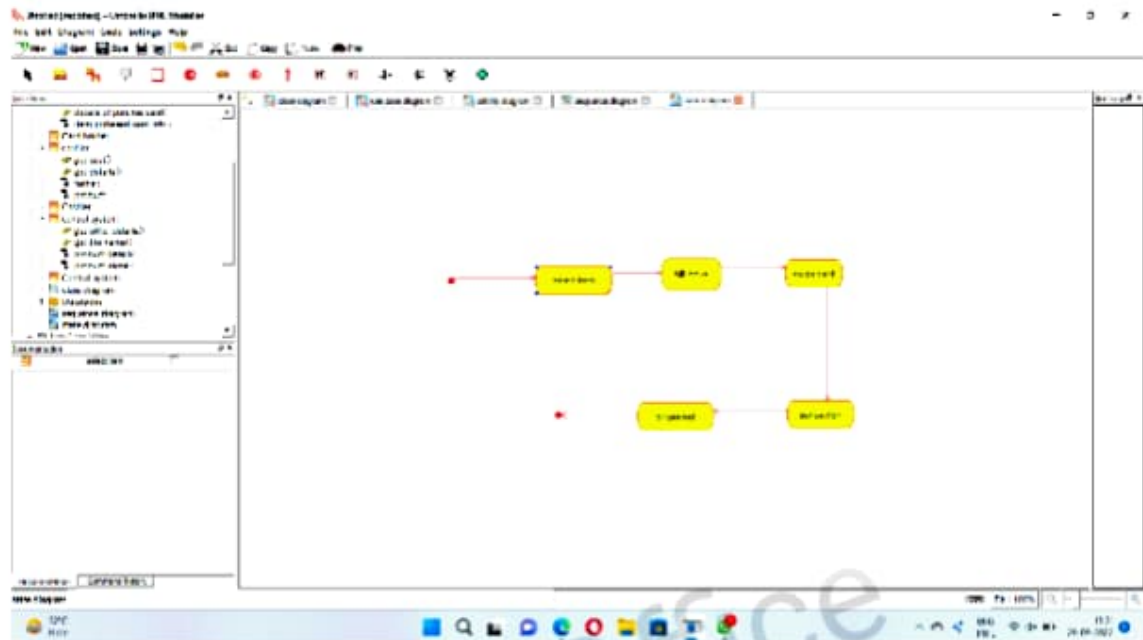
Activity diagram



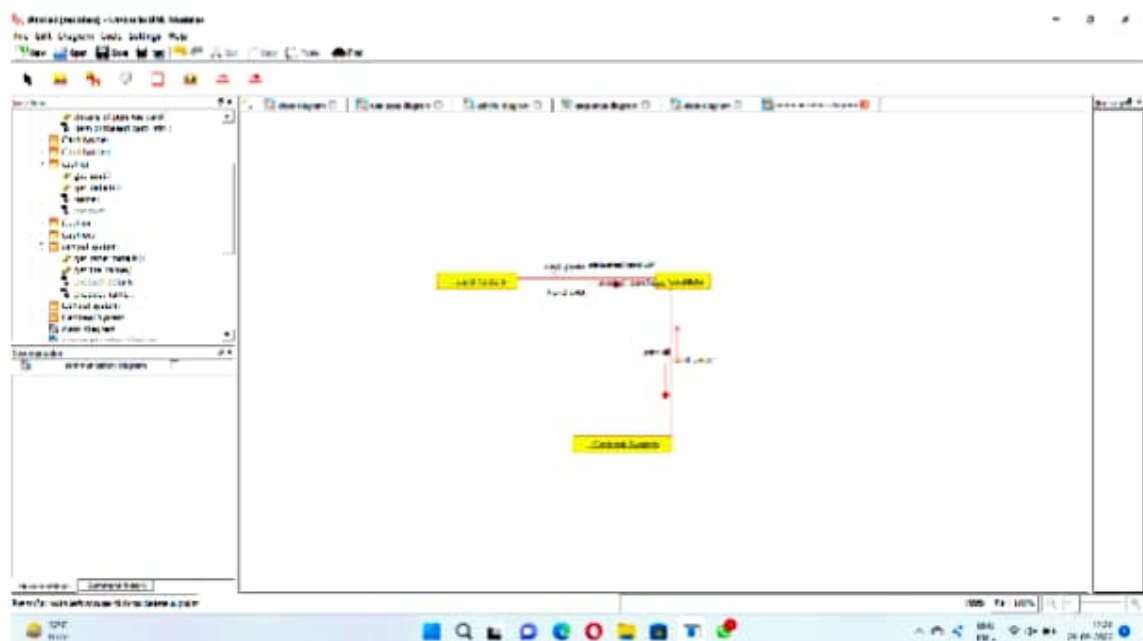
Sequence diagram



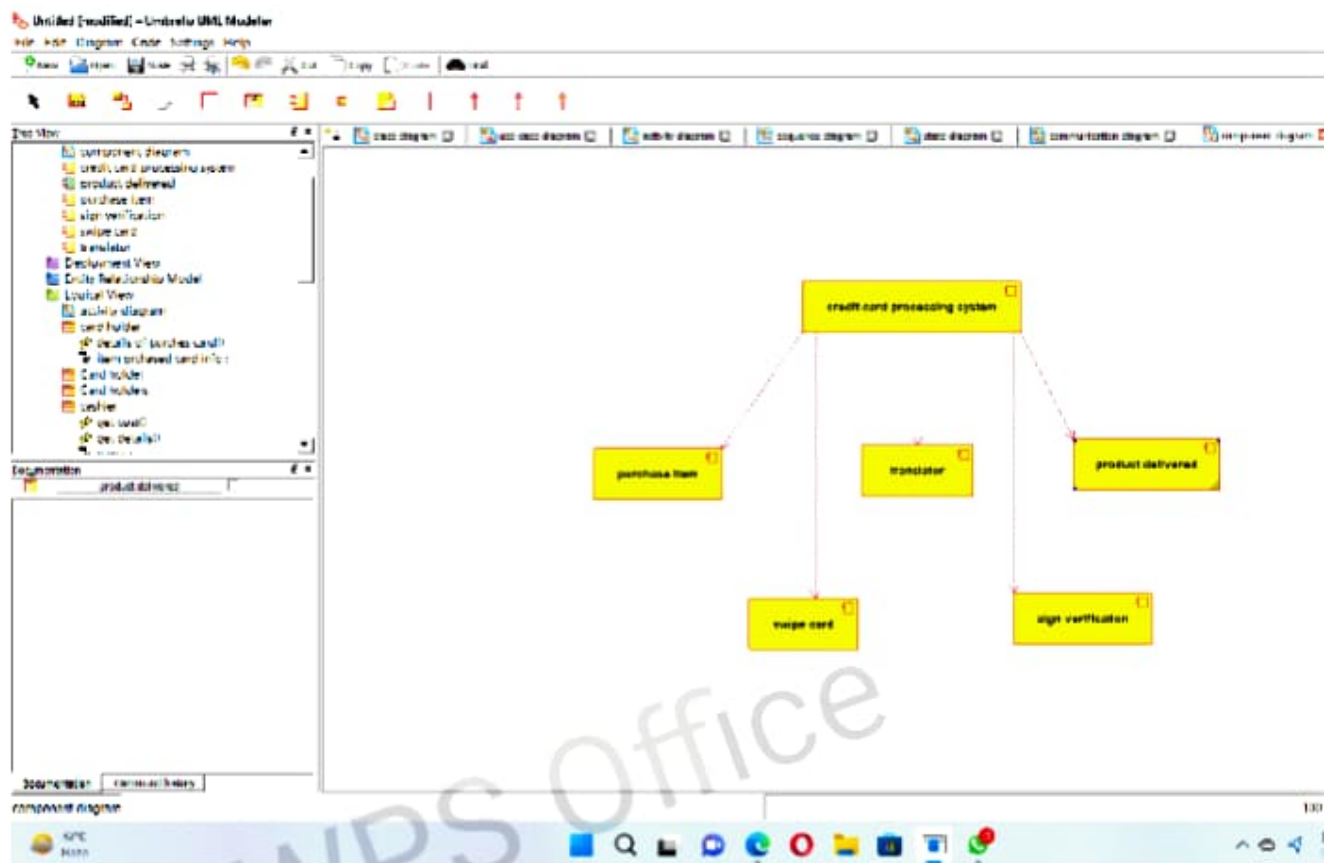
State diagram



Collaboration diagram



Component diagram



Deployment diagram

Program code

```
/**  
 * Class Card_holder  
 */  
public class Card_holder {  
  
    //  
    // Fields  
    //  
  
    //  
    // Constructors  
    //  
    public Card_holder () {};  
  
    //  
    // Methods  
    //
```

```
//  
// Accessor methods  
//  
  
//  
// Other methods  
//  
  
}
```

```
/**  
 * Class Card_holders  
 */  
public class Card_holders {  
  
    //  
    // Fields  
    //
```

```
//  
// Constructors  
//  
public Card_holders () {};  
  
//  
// Methods  
//  
  
//  
// Accessor methods  
//  
  
//  
// Other methods  
//  
  
}
```



```
/**
 * Class Cashier
 */
public class Cashier {

    //
    // Fields
    //

    //
    // Constructors
    //
    public Cashier () {};

    //
    // Methods
    //

    //
    // Accessor methods
```

```
//
```

```
//
```

```
// Other methods
```

```
//
```

```
}
```

```
/**
```

```
* Class Cashiers
```

```
*/
```

```
public class Cashiers {
```

```
//
```

```
// Fields
```

```
//
```

```
//
```

```
// Constructors
```

```
//  
public Cashiers () { };  
  
//  
// Methods  
//  
  
//  
// Accessor methods  
//  
  
//  
// Other methods  
//  
  
}  
  
/**  
 * Class Central_system  
 */
```

```
public class Central_system {
```

```
//
```

```
// Fields
```

```
//
```

```
//
```

```
// Constructors
```

```
//
```

```
public Central_system () {};
```

```
//
```

```
// Methods
```

```
//
```

```
//
```

```
// Accessor methods
```

```
//
```

```
//
```

// Other methods

//

}

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