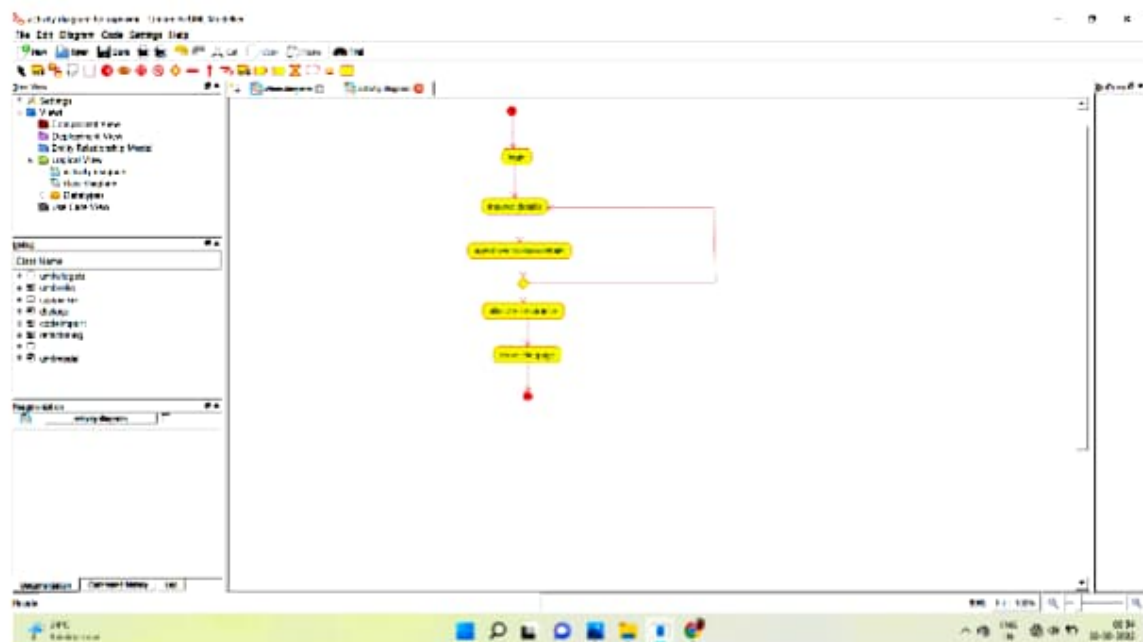
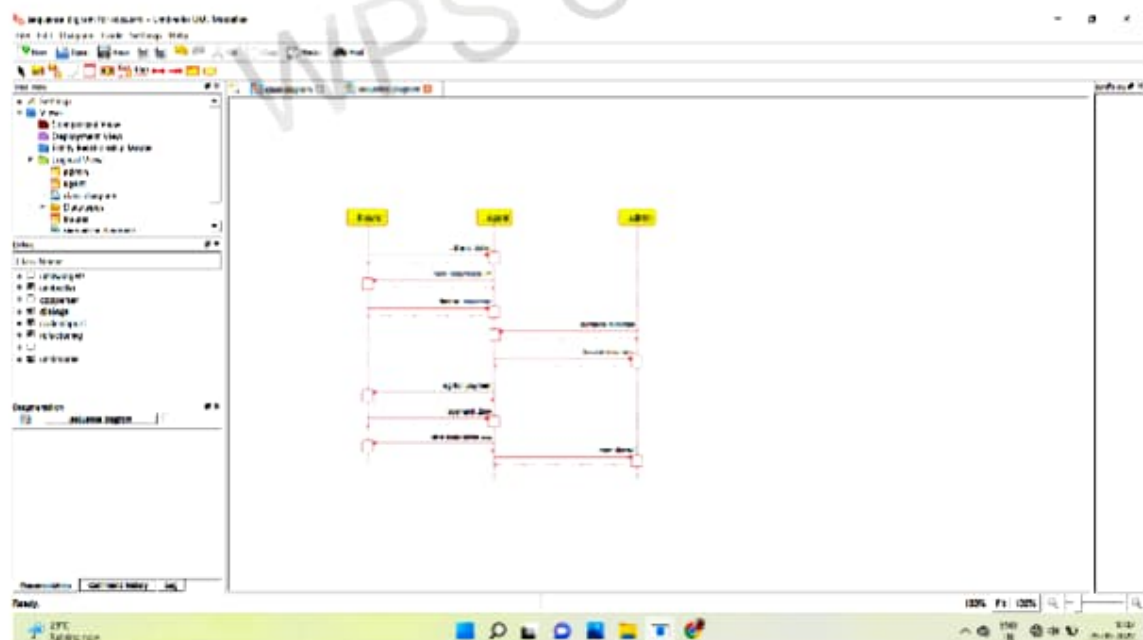




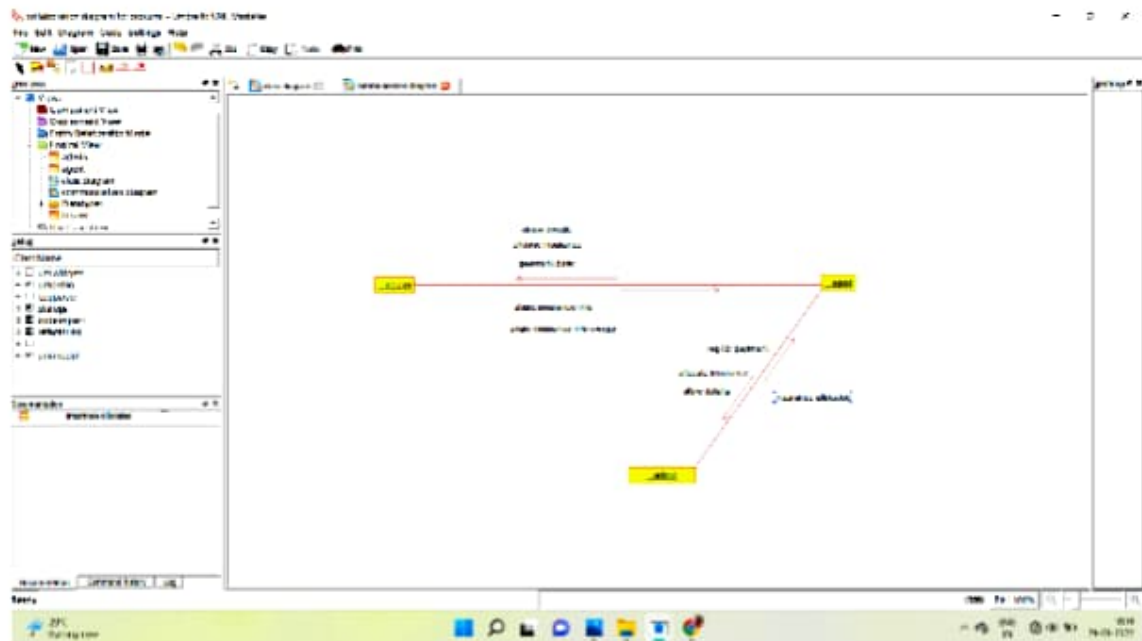
## ACTIVITY DIAGRAM:



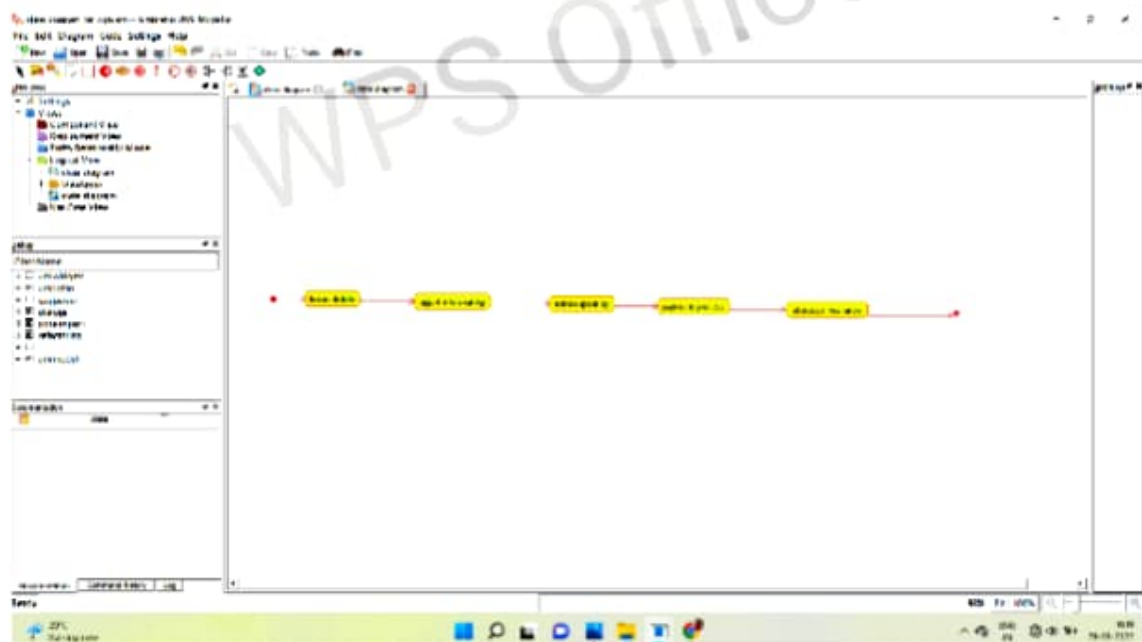
## SEQUENCE DIAGRAM:



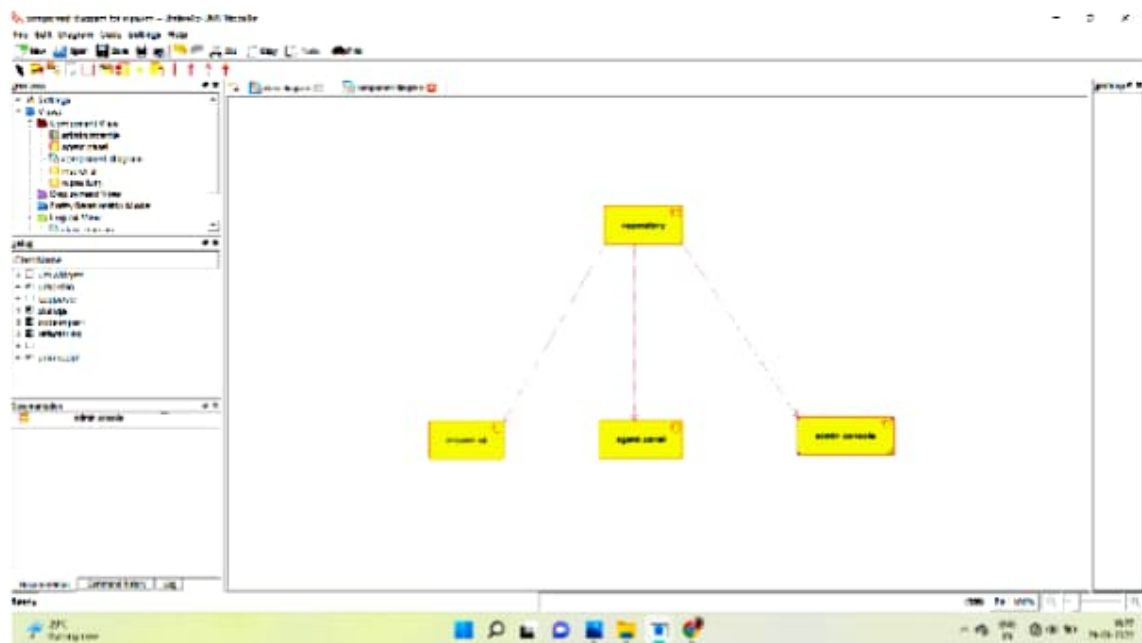
## COLLABORATION DIAGRAM:



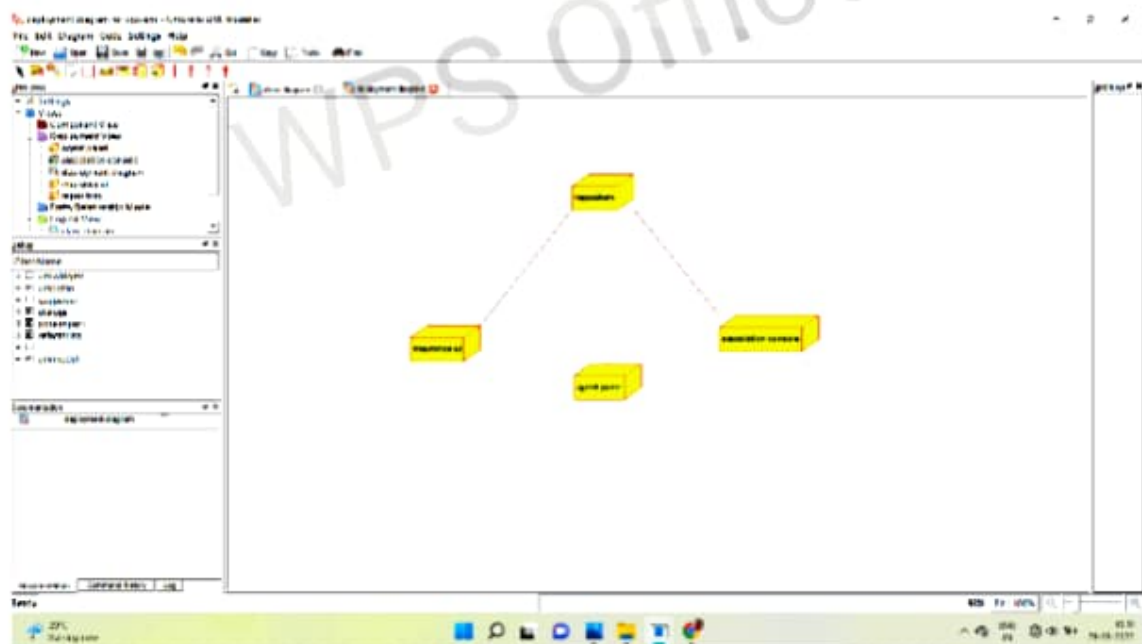
## STATE CHART DIAGRAM:



## COMPONENT DIAGRAM:



## DEPLOYMENT DIAGRAM:



## PROGRAM:

/\*\*

**\* Class admin**

**\*/**

**public class admin {**

**//**

**// Fields**

**//**

**private void check\_details;**

**private void maintain\_db;**

**//**

**// Constructors**

**//**

**public admin () {};**

**//**

**// Methods**

**//**

**//**

**// Accessor methods**

```
//
```

```
/**
```

```
 * Set the value of check_details
```

```
 * @param newVar the new value of check_details
```

```
 */
```

```
private void setCheck_details (void newVar) {
```

```
    check_details = newVar;
```

```
}
```

```
/**
```

```
 * Get the value of check_details
```

```
 * @return the value of check_details
```

```
 */
```

```
private void getCheck_details () {
```

```
    return check_details;
```

```
}
```

```
/**
```

```
 * Set the value of maintain_db
```

```
 * @param newVar the new value of maintain_db
```

```
 */
```

```
private void setMaintain_db (void newVar) {
```

```
maintain_db = newVar;  
}  
  
/**  
 * Get the value of maintain_db  
 * @return the value of maintain_db  
 */  
private void getMaintain_db () {  
    return maintain_db;  
}  
  
//  
// Other methods  
//  
  
/**  
 */  
public void verify_all_the_details()  
{  
}  
  
/**
```

```
*/  
public void maintain_the_database()  
{  
}  
}  
/**  
* Class agent  
*/  
public class agent {  
  
//  
// Fields  
//  
  
private void collect_insurer_details;  
private void allocate_insurance_commission_details;  
  
//  
// Constructors  
//  
public agent () {};  
  
//
```



```
// Methods
```

```
//
```

```
//
```

```
// Accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of collect_insurer_details
```

```
 * @param newVar the new value of collect_insurer_details
```

```
 */
```

```
private void setCollect_insurer_details (void newVar) {
```

```
    collect_insurer_details = newVar;
```

```
}
```

```
/**
```

```
 * Get the value of collect_insurer_details
```

```
 * @return the value of collect_insurer_details
```

```
 */
```

```
private void getCollect_insurer_details () {
```

```
    return collect_insurer_details;
```

```
}
```

```
/**
 * Set the value of allocate_insurance_commission_details
 * @param newVar the new value of
allocate_insurance_commission_details
 */
private void setAllocate_insurance_commission_details (void newVar)
{
    allocate_insurance_commission_details = newVar;
}

/**
 * Get the value of allocate_insurance_commission_details
 * @return the value of allocate_insurance_commission_details
 */
private void getAllocate_insurance_commission_details () {
    return allocate_insurance_commission_details;
}

//
// Other methods
//

/**
```

\*/

public void verify\_insurer\_details()

{

}

/\*\*

\*/

public void sanction\_insurance()

{

}

/\*\*

\*/

public void do\_payment\_after\_commission()

{

}

}

/\*\*

\* Class database

\*/

public class database {

//

// Fields

//

private void insurance\_details;

private void insurer\_details;

private void validity;

private void payment\_info;

//

// Constructors

//

public database () {};

//

// Methods

//

//

// Accessor methods

//

**/\*\***

**\* Set the value of insurance\_details**

**\* @param newVar the new value of insurance\_details**

**\*/**

**private void setInsurance\_details (void newVar) {**

**insurance\_details = newVar;**

**}**

**/\*\***

**\* Get the value of insurance\_details**

**\* @return the value of insurance\_details**

**\*/**

**private void getInsurance\_details () {**

**return insurance\_details;**

**}**

**/\*\***

**\* Set the value of insurer\_details**

**\* @param newVar the new value of insurer\_details**

**\*/**

**private void setInsurer\_details (void newVar) {**

**insurer\_details = newVar;**

```
}
```

```
/**
```

```
 * Get the value of insurer_details
```

```
 * @return the value of insurer_details
```

```
 */
```

```
private void getInsurer_details () {
```

```
    return insurer_details;
```

```
}
```

```
/**
```

```
 * Set the value of validity
```

```
 * @param newVar the new value of validity
```

```
 */
```

```
private void setValidity (void newVar) {
```

```
    validity = newVar;
```

```
}
```

```
/**
```

```
 * Get the value of validity
```

```
 * @return the value of validity
```

```
 */
```

```
private void getValidity () {
```

```
    return validity;
}

/**
 * Set the value of payment_info
 * @param newVar the new value of payment_info
 */
private void setPayment_info (void newVar) {
    payment_info = newVar;
}

/**
 * Get the value of payment_info
 * @return the value of payment_info
 */
private void getPayment_info () {
    return payment_info;
}

//
// Other methods
//
```

```
/**
 *
 public void collect_insurance_details()
 {
 }
```

```
/**
 *
 public void verify_insurance()
 {
 }
```

```
/**
 *
 public void check_validity()
 {
 }
```

```
/**
 *
```



```
public void verify_payment()
{
}
}
/**
 * Class insurance
 */
public class insurance {

    //
    // Fields
    //

    private void insurance_info;
    private void payment;

    //
    // Constructors
    //

    public insurance () {};

    //
    // Methods
```

```
//
```

```
//
```

```
// Accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of insurance_info
```

```
 * @param newVar the new value of insurance_info
```

```
 */
```

```
private void setInsurance_info (void newVar) {
```

```
    insurance_info = newVar;
```

```
}
```

```
/**
```

```
 * Get the value of insurance_info
```

```
 * @return the value of insurance_info
```

```
 */
```

```
private void getInsurance_info () {
```

```
    return insurance_info;
```

```
}
```

**/\*\***

**\* 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;**

**}**

**//**

**// Other methods**

**//**

**/\*\***

**\*/**

**public void give\_correct\_insurance\_info()**

```
{  
}
```

```
/**
```

```
*/
```

```
public void do_the_payment()
```

```
{  
}
```

```
}
```

WPS Office