/\*\*

\* Class buyer

\*/

public class buyer {

//

// Fields

//

private void name;

private void adress;

private void phone\_no;

private void register\_id;

//

// Constructors

//

public buyer () { };

//

// 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 adress

\* @param newVar the new value of adress

\*/

private void setAdress (void newVar) {

adress = newVar;

}

/\*\*

\* Get the value of adress

\* @return the value of adress

\*/

private void getAdress () {

return adress;

}

/\*\*

\* Set the value of phone\_no

\* @param newVar the new value of phone\_no

\*/

private void setPhone\_no (void newVar) {

phone\_no = newVar;

}

/\*\*

\* Get the value of phone\_no

\* @return the value of phone\_no

\*/

private void getPhone\_no () {

return phone\_no;

}

/\*\*

\* Set the value of register\_id

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

\*/

private void setRegister\_id (void newVar) {

register\_id = newVar;

}

/\*\*

\* Get the value of register\_id

\* @return the value of register\_id

\*/

private void getRegister\_id () {

return register\_id;

}

//

// Other methods

//

/\*\*

\*/

public void check\_list()

{

}

/\*\*

\*/

public void book\_property()

{

}

/\*\*

\*/

public void check\_payment\_option()

{

}

}

/\*\*

\* Class management

\*/

public class management {

//

// Fields

//

private void suggesion;

private void range\_of\_amount;

//

// Constructors

//

public management () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of suggesion

\* @param newVar the new value of suggesion

\*/

private void setSuggesion (void newVar) {

suggesion = newVar;

}

/\*\*

\* Get the value of suggesion

\* @return the value of suggesion

\*/

private void getSuggesion () {

return suggesion;

}

/\*\*

\* Set the value of range\_of\_amount

\* @param newVar the new value of range\_of\_amount

\*/

private void setRange\_of\_amount (void newVar) {

range\_of\_amount = newVar;

}

/\*\*

\* Get the value of range\_of\_amount

\* @return the value of range\_of\_amount

\*/

private void getRange\_of\_amount () {

return range\_of\_amount;

}

//

// Other methods

//

/\*\*

\*/

public void display\_options()

{

}

/\*\*

\*/

public void accept\_suggesions()

{

}

}

/\*\*

\* Class payment

\*/

public class payment {

//

// Fields

//

private void payment\_id;

private void payment\_mode;

private void payment\_amount;

//

// Constructors

//

public payment () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of payment\_id

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

\*/

private void setPayment\_id (void newVar) {

payment\_id = newVar;

}

/\*\*

\* Get the value of payment\_id

\* @return the value of payment\_id

\*/

private void getPayment\_id () {

return payment\_id;

}

/\*\*

\* Set the value of payment\_mode

\* @param newVar the new value of payment\_mode

\*/

private void setPayment\_mode (void newVar) {

payment\_mode = newVar;

}

/\*\*

\* Get the value of payment\_mode

\* @return the value of payment\_mode

\*/

private void getPayment\_mode () {

return payment\_mode;

}

/\*\*

\* Set the value of payment\_amount

\* @param newVar the new value of payment\_amount

\*/

private void setPayment\_amount (void newVar) {

payment\_amount = newVar;

}

/\*\*

\* Get the value of payment\_amount

\* @return the value of payment\_amount

\*/

private void getPayment\_amount () {

return payment\_amount;

}

//

// Other methods

//

/\*\*

\*/

public void valuable\_amount()

{

}

/\*\*

\*/

public void process\_payment()

{

}

}

/\*\*

\* Class property

\*/

public class property {

//

// Fields

//

private void property\_id;

private void location;

private void price;

private void status;

//

// Constructors

//

public property () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of property\_id

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

\*/

private void setProperty\_id (void newVar) {

property\_id = newVar;

}

/\*\*

\* Get the value of property\_id

\* @return the value of property\_id

\*/

private void getProperty\_id () {

return property\_id;

}

/\*\*

\* Set the value of location

\* @param newVar the new value of location

\*/

private void setLocation (void newVar) {

location = newVar;

}

/\*\*

\* Get the value of location

\* @return the value of location

\*/

private void getLocation () {

return location;

}

/\*\*

\* Set the value of price

\* @param newVar the new value of price

\*/

private void setPrice (void newVar) {

price = newVar;

}

/\*\*

\* Get the value of price

\* @return the value of price

\*/

private void getPrice () {

return price;

}

/\*\*

\* Set the value of status

\* @param newVar the new value of status

\*/

private void setStatus (void newVar) {

status = newVar;

}

/\*\*

\* Get the value of status

\* @return the value of status

\*/

private void getStatus () {

return status;

}

//

// Other methods

//

/\*\*

\*/

public void property\_details()

{

}

}

/\*\*

\* Class seller

\*/

public class seller {

//

// Fields

//

private void property\_id;

//

// Constructors

//

public seller () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of property\_id

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

\*/

private void setProperty\_id (void newVar) {

property\_id = newVar;

}

/\*\*

\* Get the value of property\_id

\* @return the value of property\_id

\*/

private void getProperty\_id () {

return property\_id;

}

//

// Other methods

//

/\*\*

\*/

public void add\_property\_details()

{

}

}

