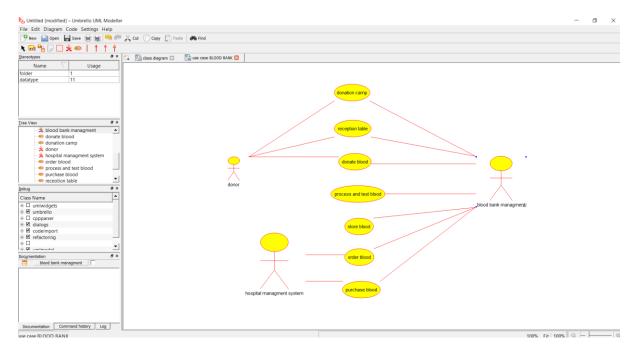
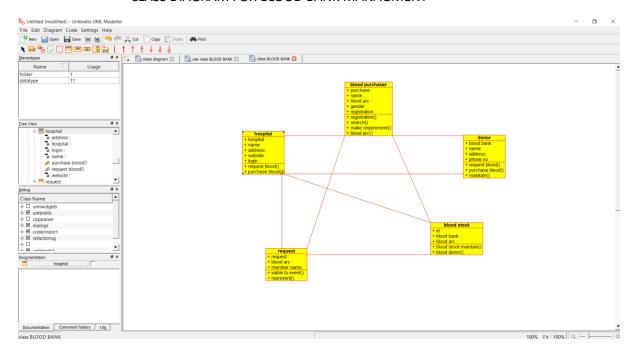
## **BLOOD BANK MANAGMENT**



## CLASS DIAGRAM FOR BLOOD BANK MANAGMENT



```
import java.util.*;

/**
   * Class blood_purchaser
   */
public class blood_purchaser {
   //
```

```
public void purchase;
public void name;
public void blood_arc;
public void gender;
public void registration;
public blood_purchaser () { };
// Methods
// Accessor methods
* Set the value of purchase
* @param newVar the new value of purchase
public void setPurchase (void newVar) {
 purchase = newVar;
* Get the value of purchase
* @return the value of purchase
public void getPurchase () {
return purchase;
* @param newVar the new value of name
public void setName (void newVar) {
 name = newVar;
```

```
* @return the value of name
public void getName () {
 return name;
* @param newVar the new value of blood_arc
public void setBlood_arc (void newVar) {
 blood_arc = newVar;
* Get the value of blood arc
* @return the value of blood_arc
public void getBlood_arc () {
 return blood_arc;
* @param newVar the new value of gender
public void setGender (void newVar) {
 gender = newVar;
* Get the value of gender
* @return the value of gender
public void getGender () {
 return gender;
* Set the value of registration
* @param newVar the new value of registration
public void setRegistration (void newVar) {
 registration = newVar;
* Get the value of registration
```

```
* @return the value of registration
public void getRegistration () {
return registration;
public void registration()
public void search()
public void make_requirement()
public void blood_arc()
```

```
import java.util.*;
/**
 * Class blood_stock
```

```
public class blood stock {
 // Fields
  public void id;
 public void blood_bank;
 public void blood_arc;
  // Constructors
  public blood_stock () { };
 // Methods
  // Accessor methods
  * Set the value of id
  * @param newVar the new value of id
 public void setId (void newVar) {
   id = newVar;
  * @return the value of id
  public void getId () {
   return id;
  * @param newVar the new value of blood_bank
  public void setBlood_bank (void newVar) {
   blood_bank = newVar;
```

```
* Get the value of blood bank
 * @return the value of blood bank
public void getBlood_bank () {
  return blood_bank;
* @param newVar the new value of blood_arc
public void setBlood_arc (void newVar) {
  blood_arc = newVar;
* @return the value of blood_arc
public void getBlood_arc () {
 return blood_arc;
// Other methods
public void blood_stock_maintain()
public void blood_donor()
```

```
import java.util.*;
```

```
* Class donor
public class donor {
 // Fields
  public void blood_bank;
  public void name;
 public void address;
 public void phone_no;
 // Constructors
  public donor () { };
  // Methods
 // Accessor methods
  * @param newVar the new value of blood_bank
 public void setBlood_bank (void newVar) {
   blood_bank = newVar;
  * @return the value of blood_bank
 public void getBlood_bank () {
   return blood_bank;
  * @param newVar the new value of name
 public void setName (void newVar) {
```

```
name = newVar;
* Get the value of name
* @return the value of name
public void getName () {
 return name;
* Set the value of address
* @param newVar the new value of address
public void setAddress (void newVar) {
 address = newVar;
* Get the value of address
* @return the value of address
public void getAddress () {
 return address;
* @param newVar the new value of phone_no
public void setPhone_no (void newVar) {
 phone_no = newVar;
* @return the value of phone_no
public void getPhone_no () {
 return phone_no;
// Other methods
```

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

/**
  */
public void purchase_blood()
{
}

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

```
import java.util.*;

/**

* Class hospital

*/
public class hospital {

//
// Fields
//

public void hospital;
public void address;
public void address;
public void website;
public void login;

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

///
```

## **BLOOD BANK MANAGMENT**

```
// Accessor methods
* Set the value of hospital
* @param newVar the new value of hospital
public void setHospital (void newVar) {
 hospital = newVar;
* Get the value of hospital
* @return the value of hospital
public void getHospital () {
 return hospital;
* Set the value of name
* @param newVar the new value of name
public void setName (void newVar) {
 name = newVar;
* @return the value of name
public void getName () {
 return name;
* Set the value of address
* @param newVar the new value of address
public void setAddress (void newVar) {
 address = newVar;
```

```
* Get the value of address
* @return the value of address
public void getAddress () {
 return address;
* Set the value of website
 * @param newVar the new value of website
public void setWebsite (void newVar) {
 website = newVar;
* Get the value of website
* @return the value of website
public void getWebsite () {
 return website;
* @param newVar the new value of login
public void setLogin (void newVar) {
 login = newVar;
* @return the value of login
public void getLogin () {
return login;
// Other methods
public void request_blood()
```

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

```
import java.util.*;
 * Class request
public class request {
 public void request;
 public void blood_arc;
 public void member_name;
 // Constructors
 public request () { };
 // Methods
  * @param newVar the new value of request
```

```
public void setRequest (void newVar) {
  request = newVar;
* Get the value of request
* @return the value of request
public void getRequest () {
 return request;
* @param newVar the new value of blood arc
public void setBlood_arc (void newVar) {
 blood_arc = newVar;
* @return the value of blood_arc
public void getBlood_arc () {
 return blood_arc;
* Set the value of member_name
* @param newVar the new value of member_name
public void setMember_name (void newVar) {
 member_name = newVar;
* Get the value of member_name
* @return the value of member_name
public void getMember_name () {
 return member_name;
// Other methods
```

## **BLOOD BANK MANAGMENT**

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

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