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Roll No: 19P-1672

Course: Software Design and Architecture

Task # 13

Design each component of your architecture in

terms of

classes and objects.

Follow SOLID Design Principles

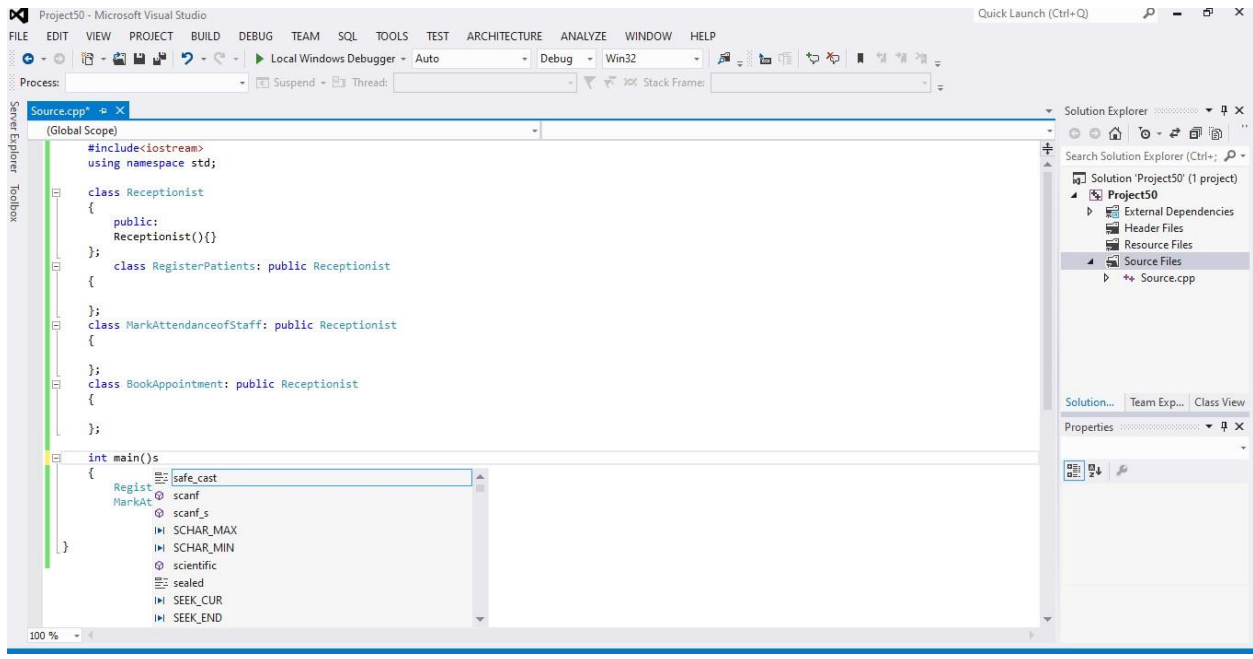
1.No of Components:

- 1.Receptionist
- 2.Doctor
- 3.hospital System
- 4.Staff
- 5.Patient
- 6.Cashier
- 7.Pharmacist
- 8.Nurse

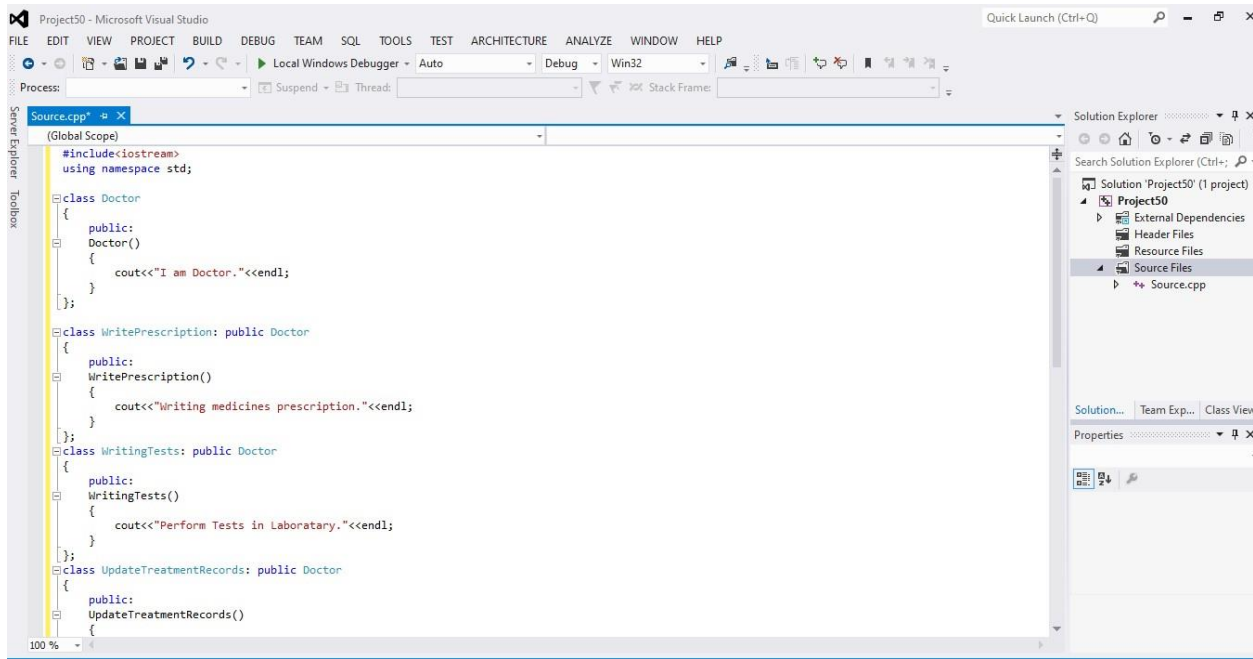
No of Components (sys) = 8

Designing Each Component as Classes and Objects

Receptionist:



Doctor:



LE EDIT VIEW PROJECT BUILD DEBUG TEAM SQL TOOLS TEST

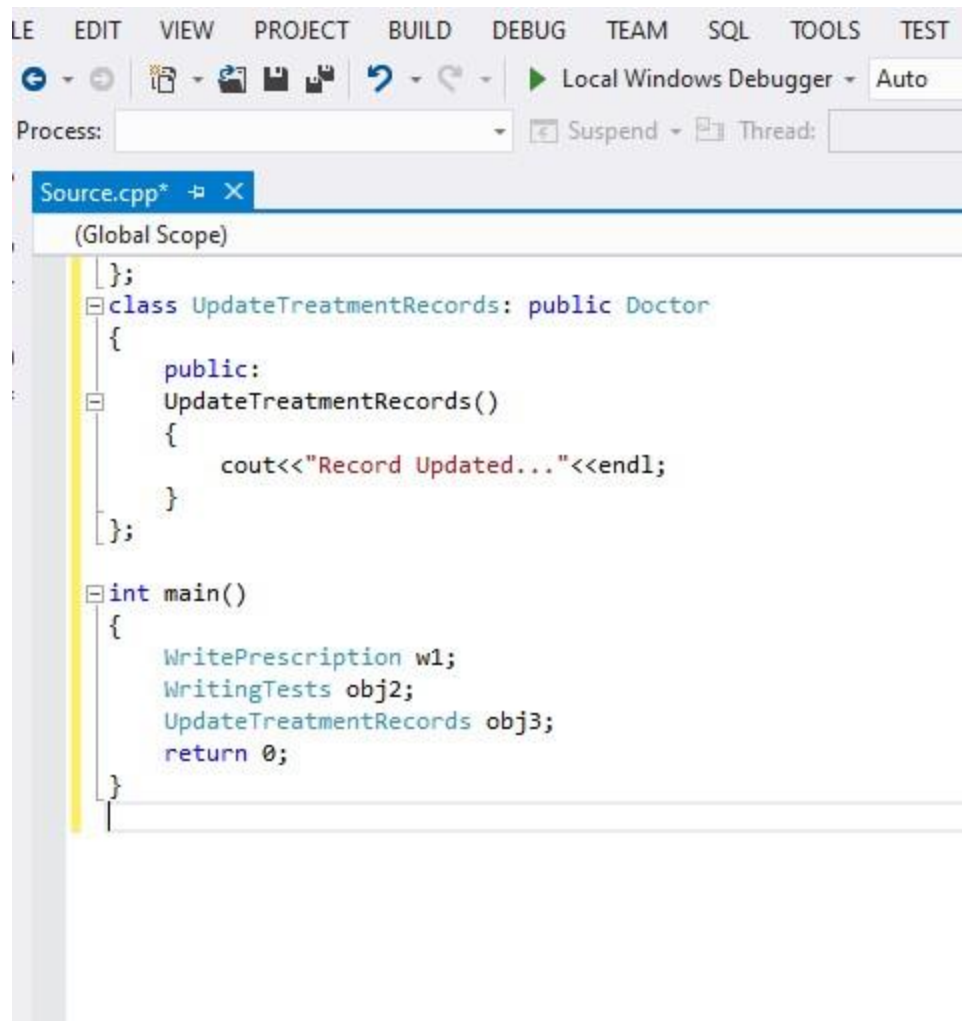
Local Windows Debugger Auto

Process: Suspend Thread:

Source.cpp* X

(Global Scope)

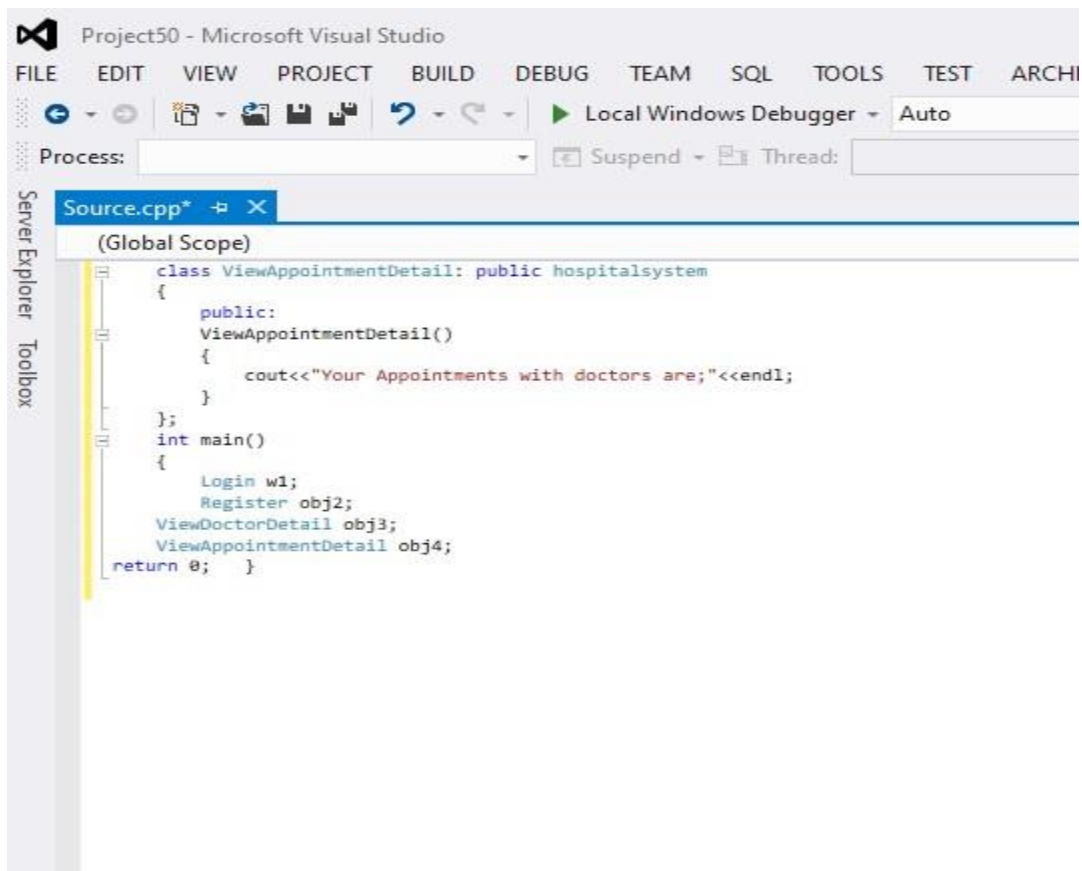
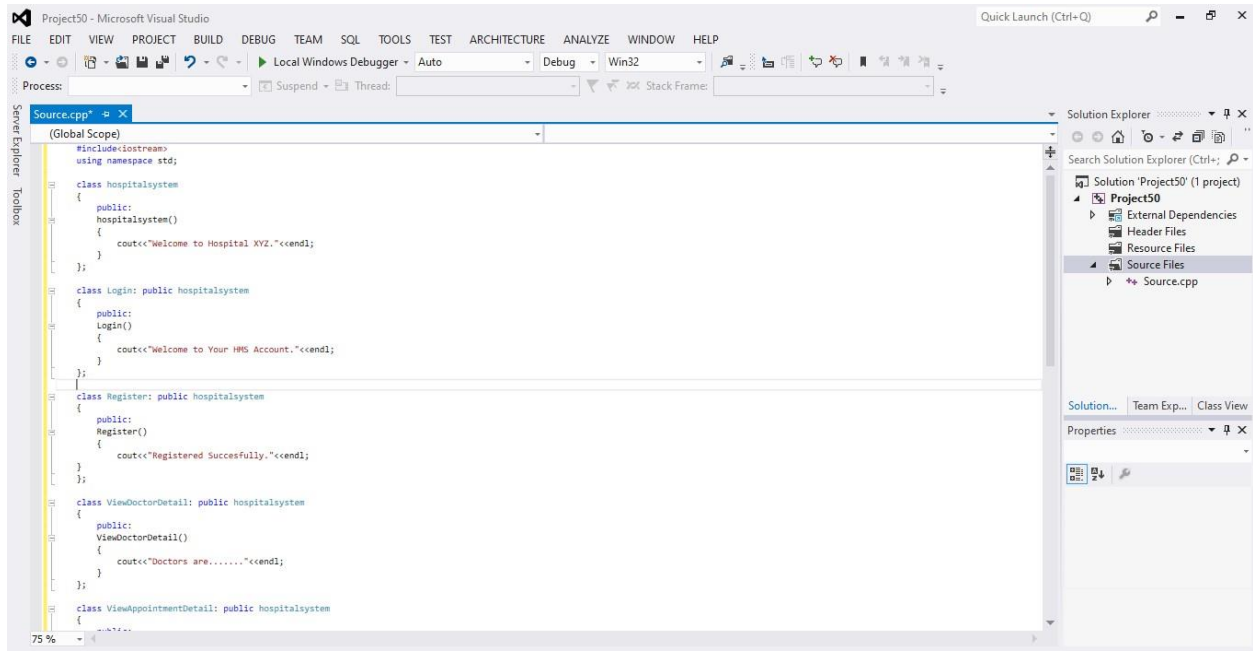
```
};  
class UpdateTreatmentRecords: public Doctor  
{  
    public:  
    UpdateTreatmentRecords()  
    {  
        cout<<"Record Updated..."<<endl;  
    }  
};  
  
int main()  
{  
    WritePrescription w1;  
    WritingTests obj2;  
    UpdateTreatmentRecords obj3;  
    return 0;  
}
```



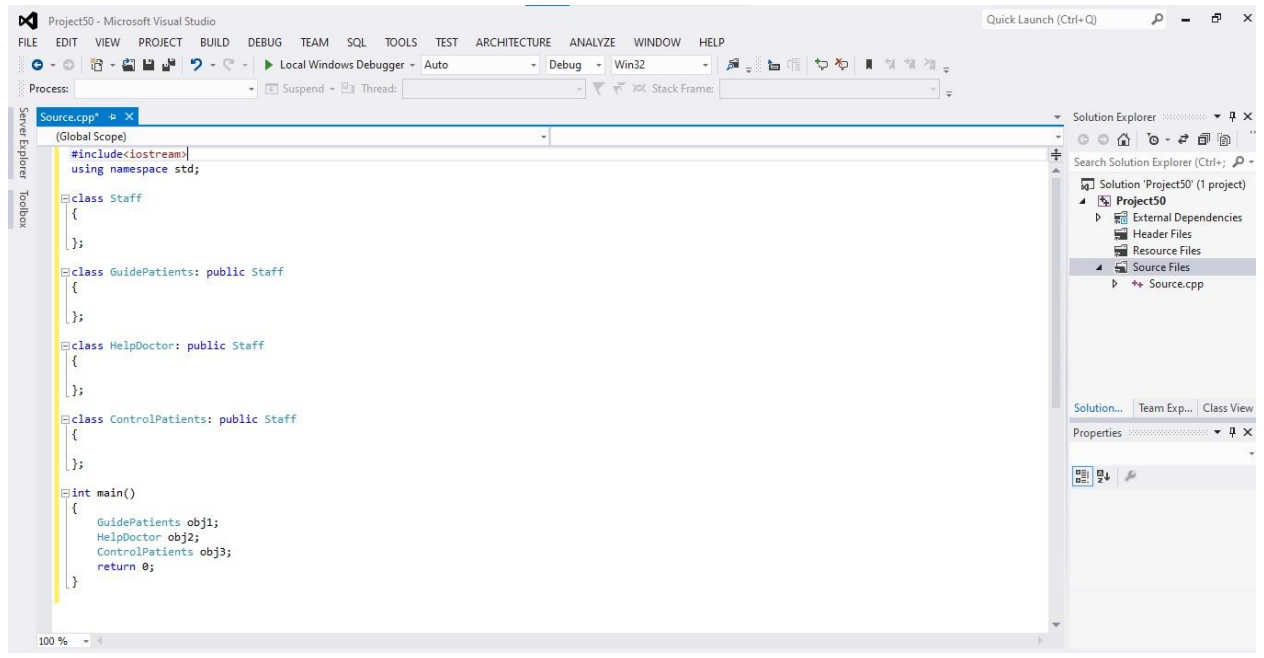
```
LE  EDIT  VIEW  PROJECT  BUILD  DEBUG  TEAM  SQL  TOOLS  TEST
[Icons] Local Windows Debugger Auto
Process: [Dropdown] Suspend [Icon] Thread: [Dropdown]
Source.cpp* [Icon] X
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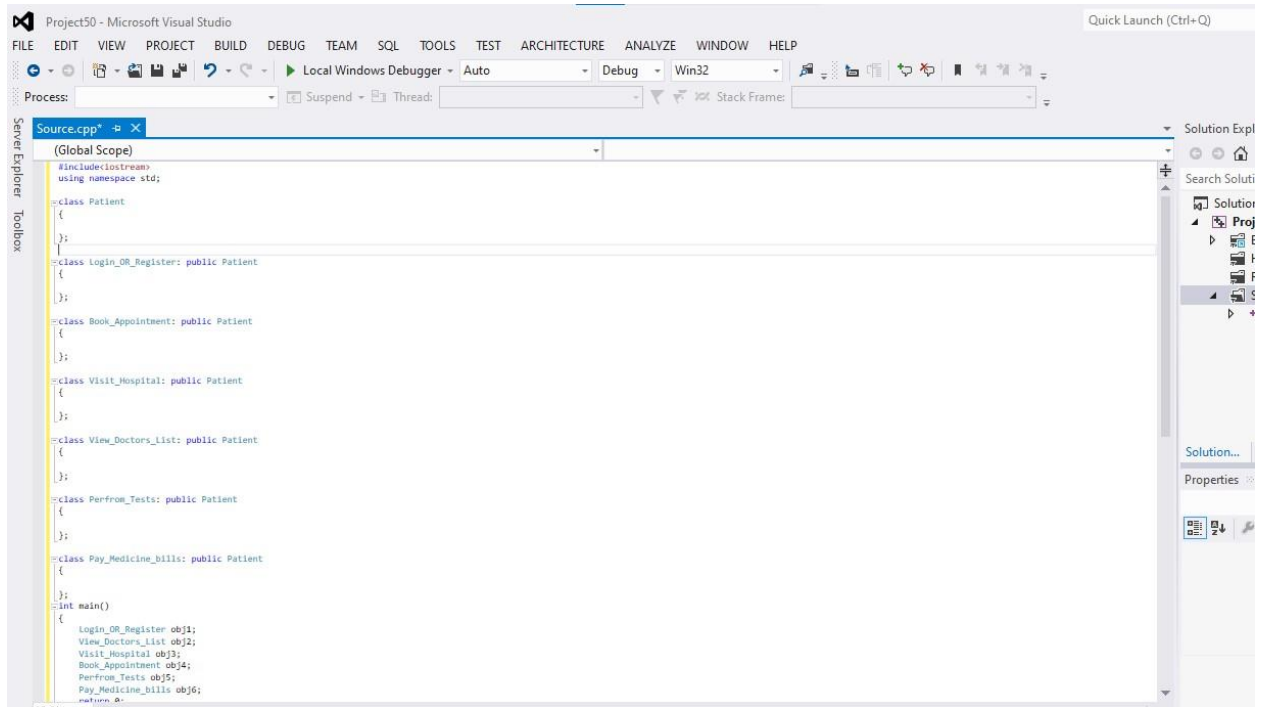
Hospital system:



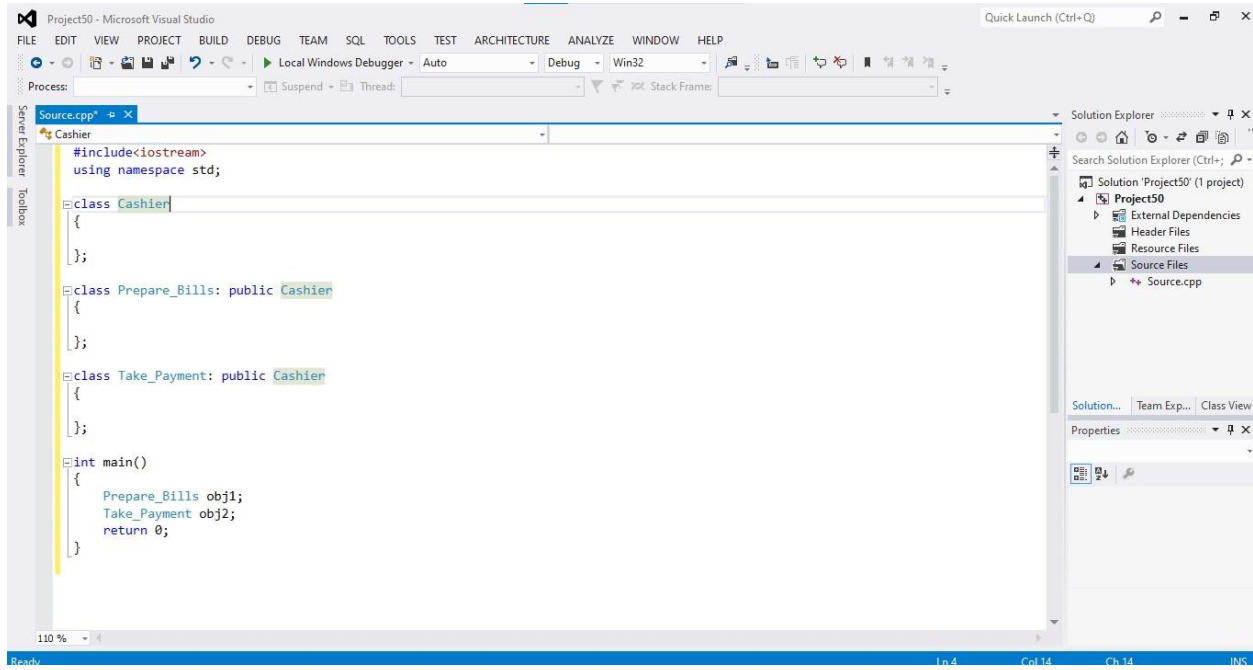
staff:



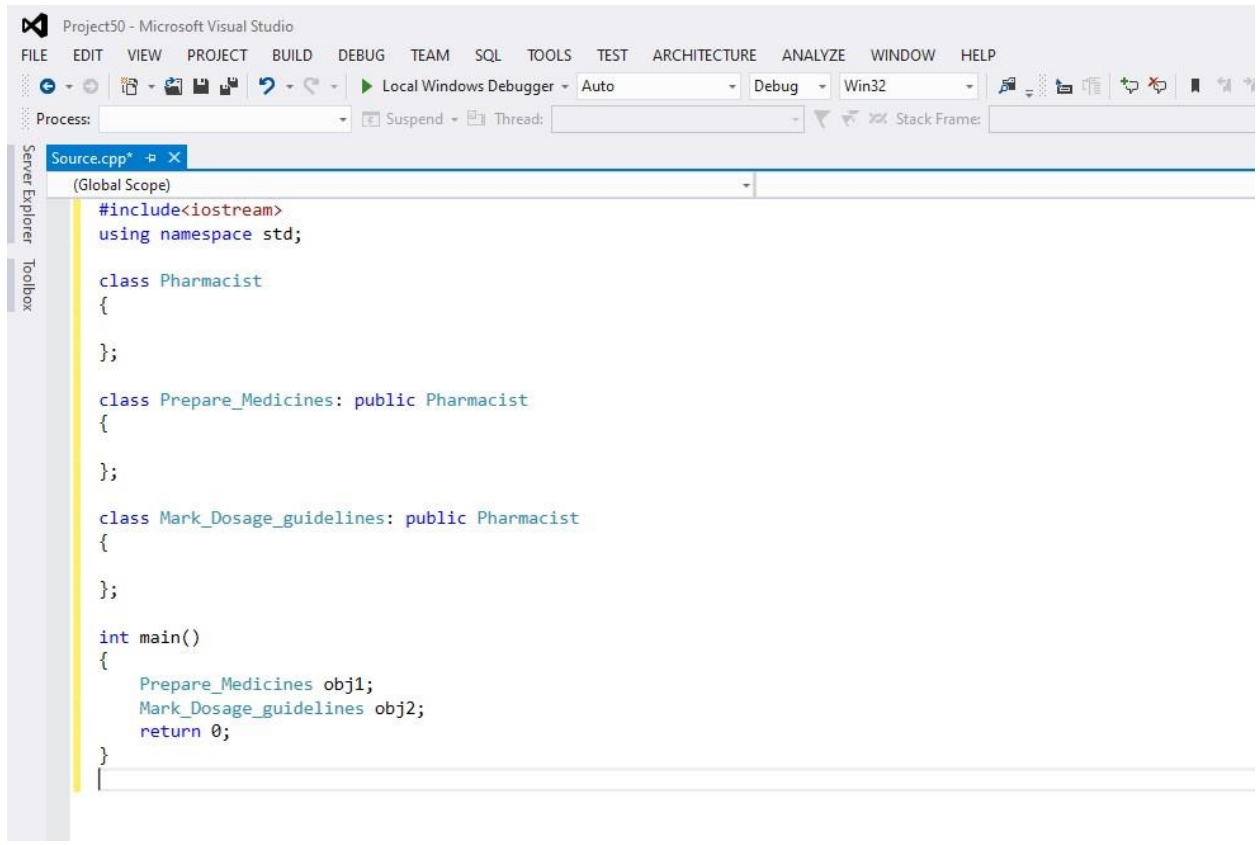
Patient:



Cashier:



Pharmacist:



Nurse:

