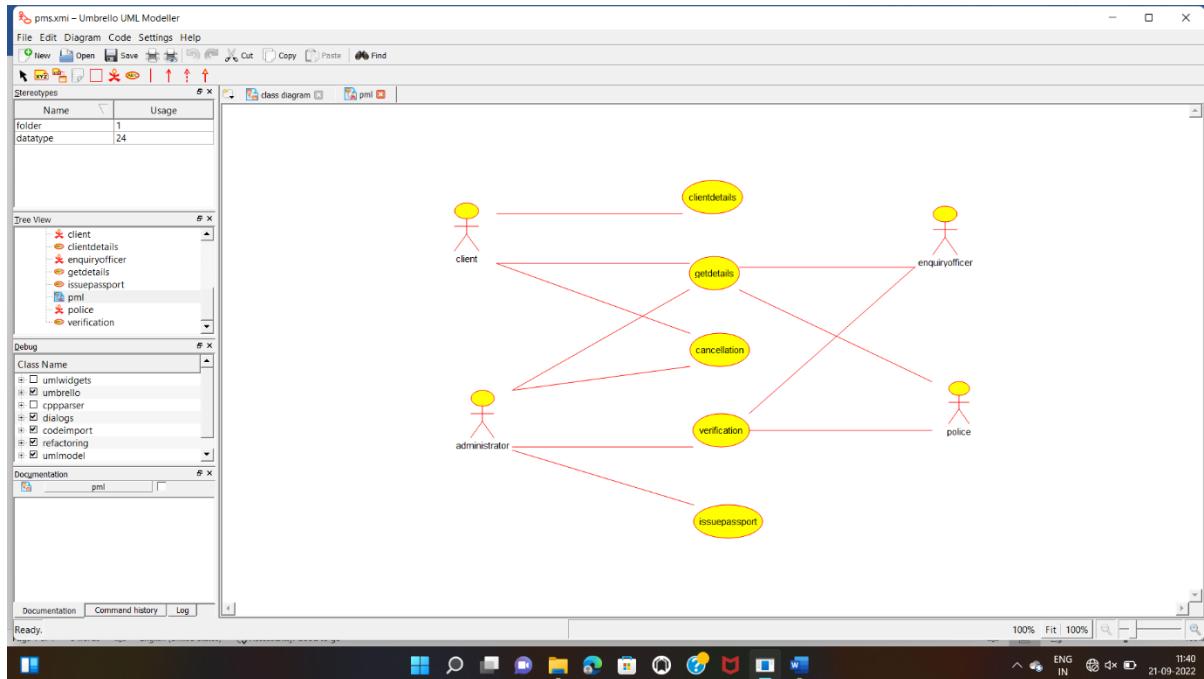


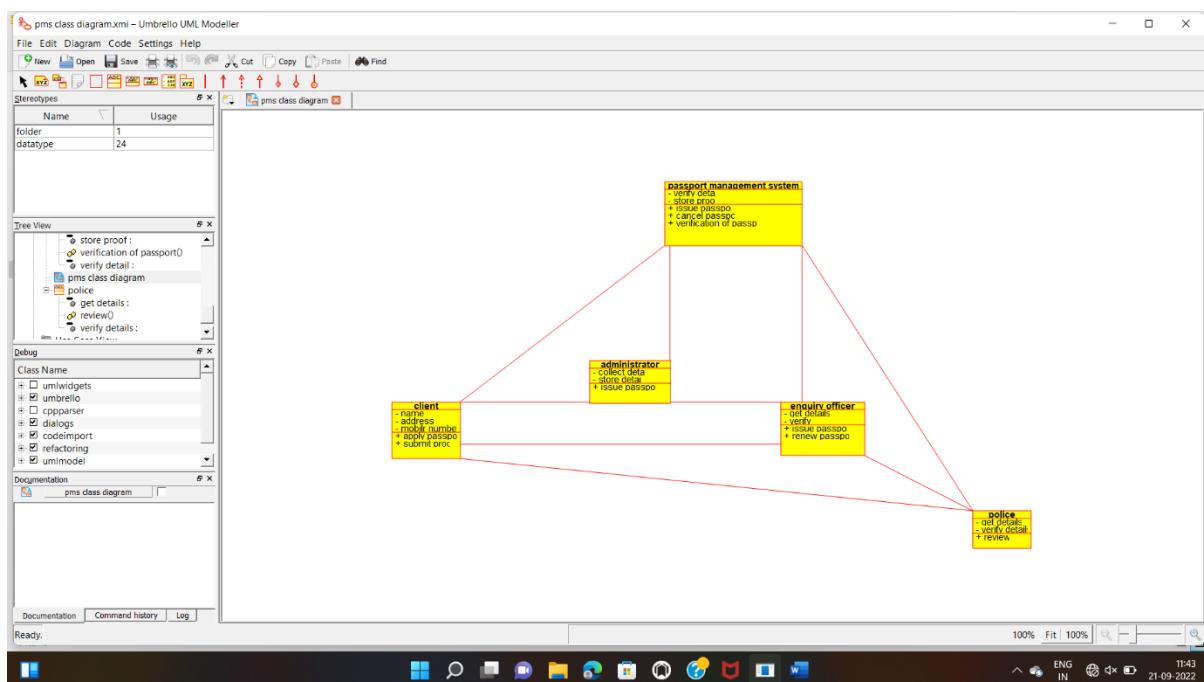
**NAME:B.SNEHA**  
**REG NO:192111439**

## **1)Passport Management System**

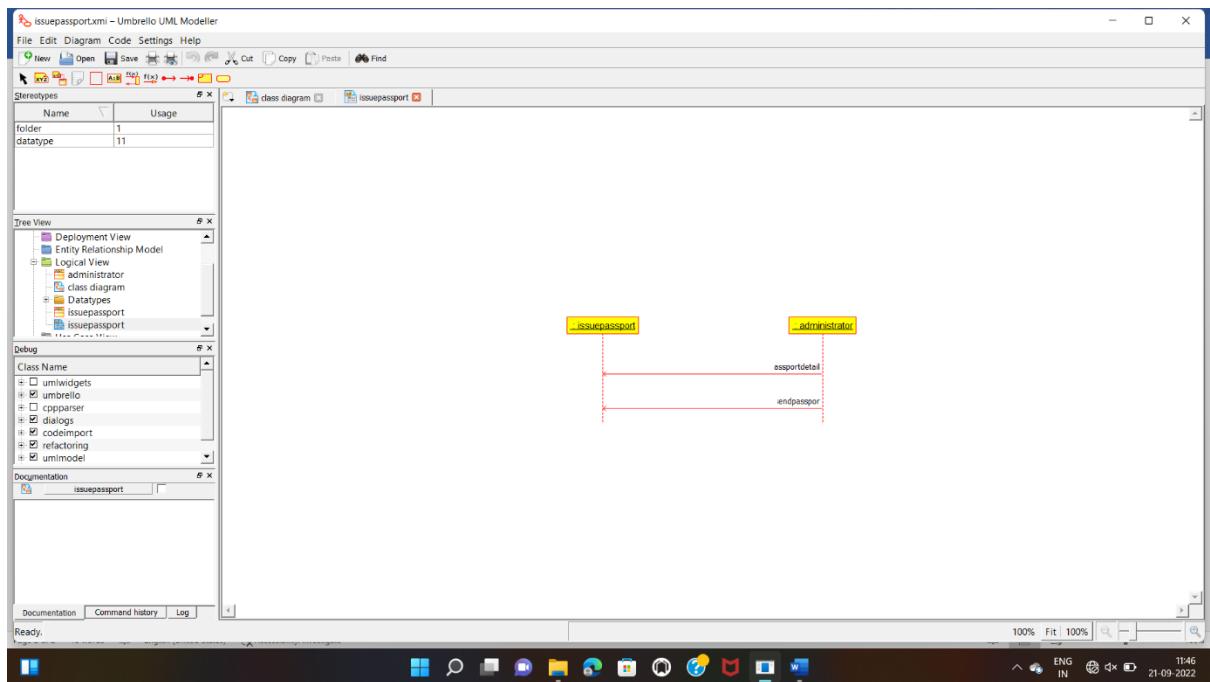
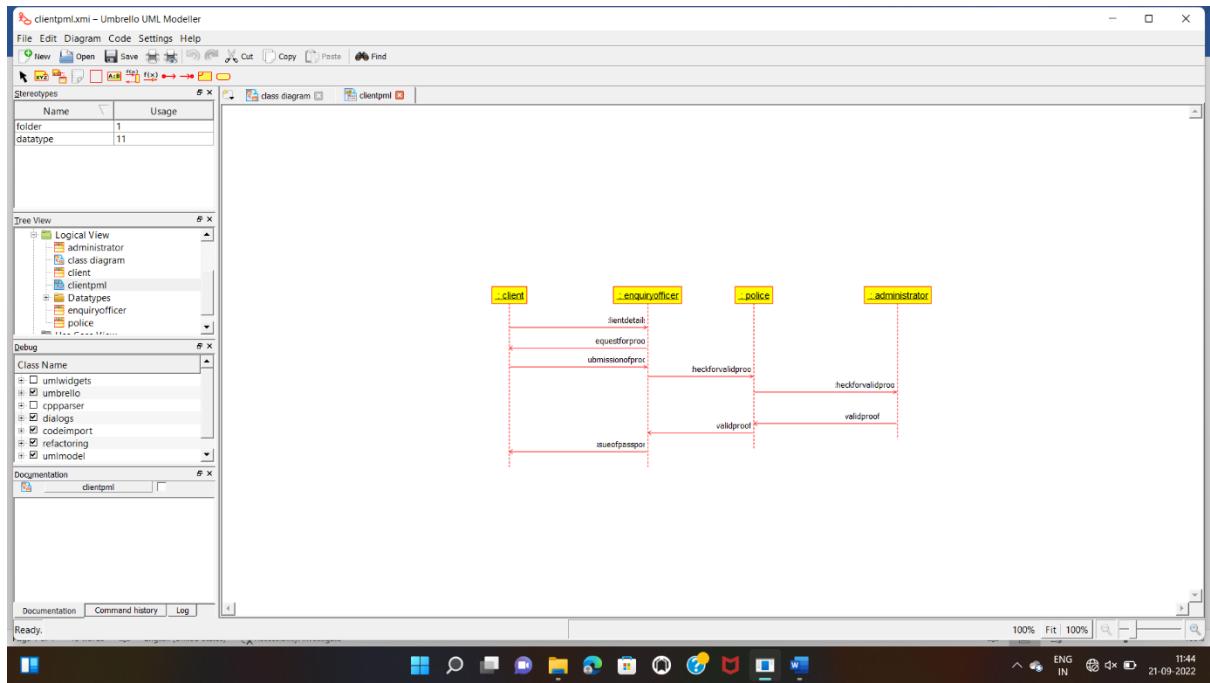
### **USE CASE DIAGRAM**



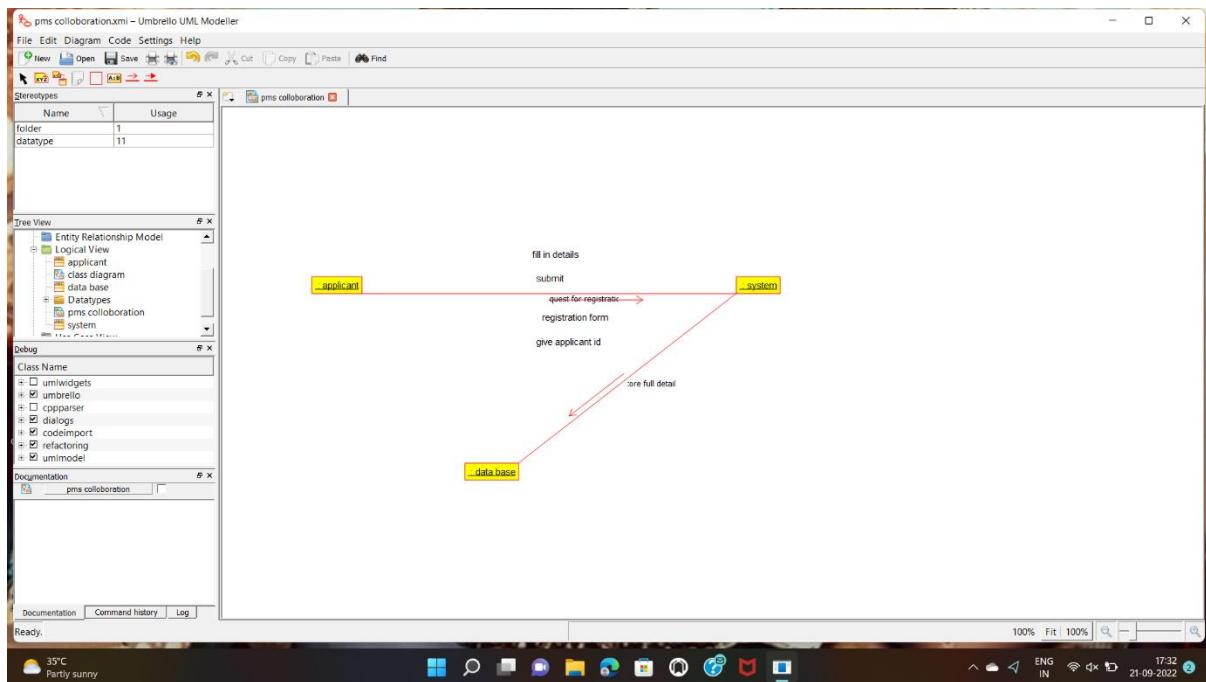
### **CLASS DIAGRAM**



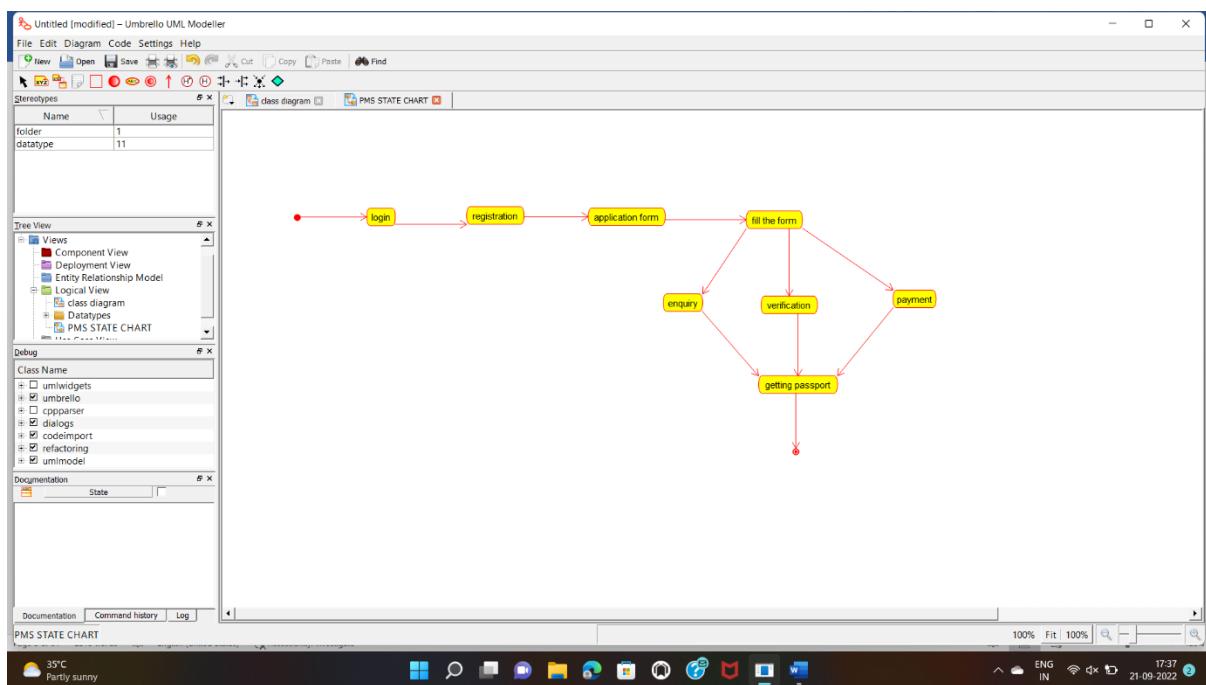
## SEQUENCE DIAGRAM



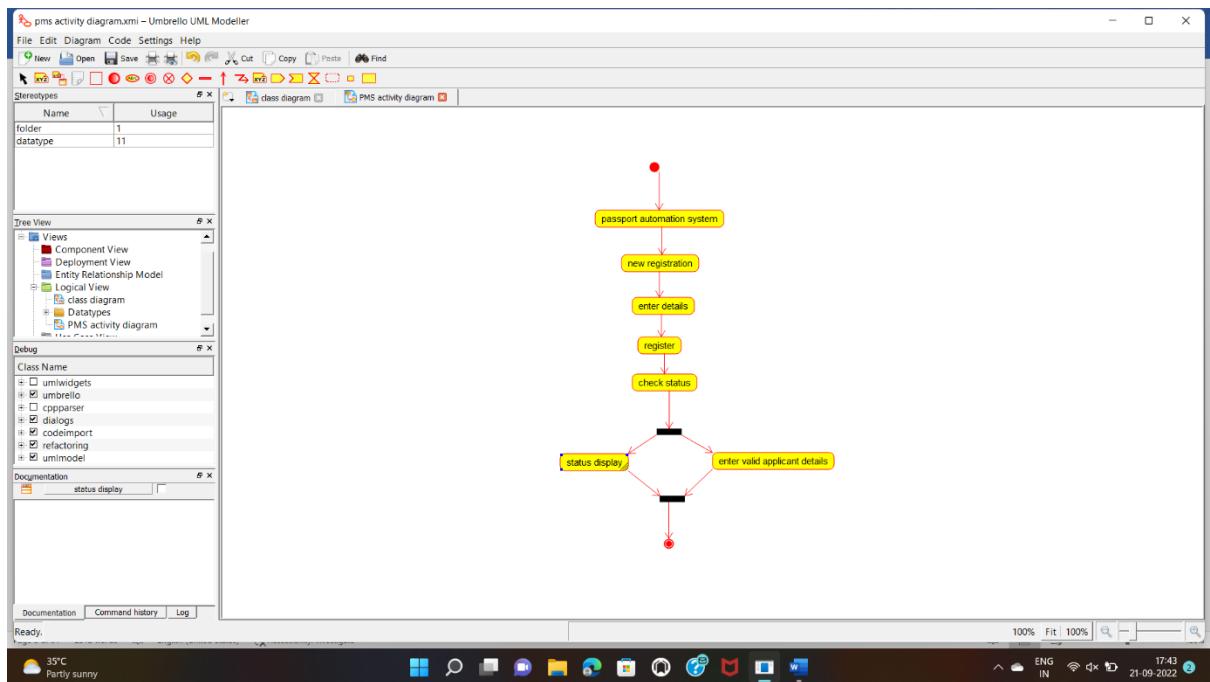
## COLLOBORATION DIAGRAM



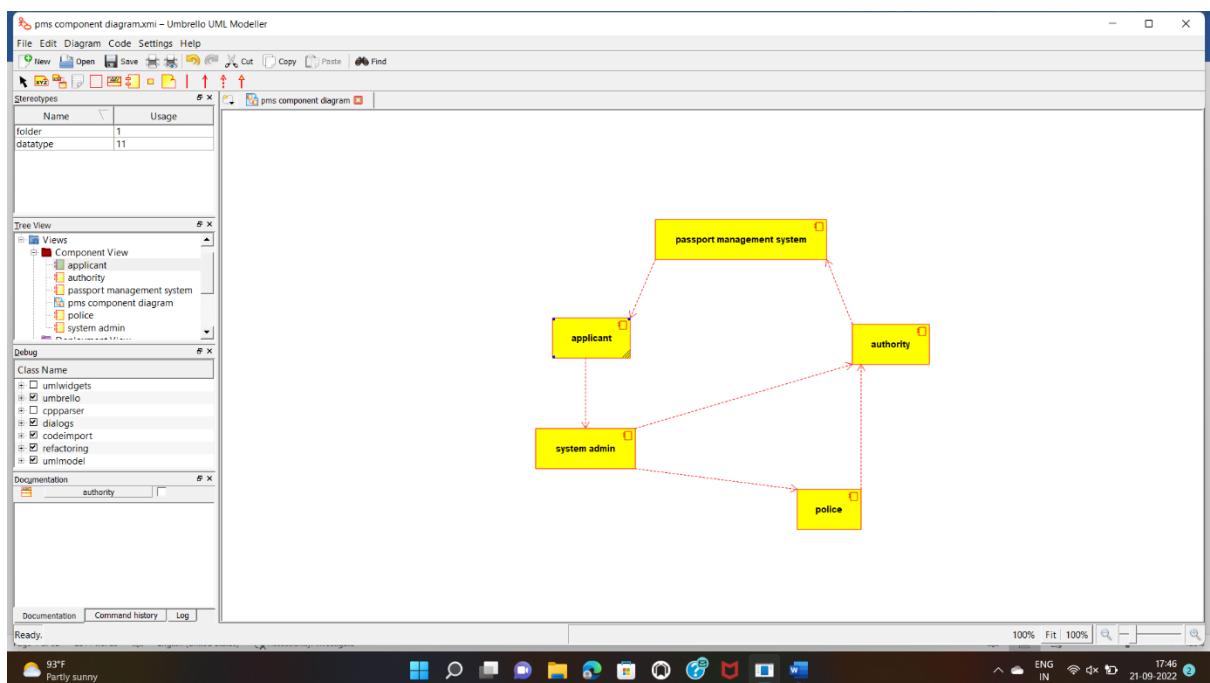
## STATE CHART DIAGRAM



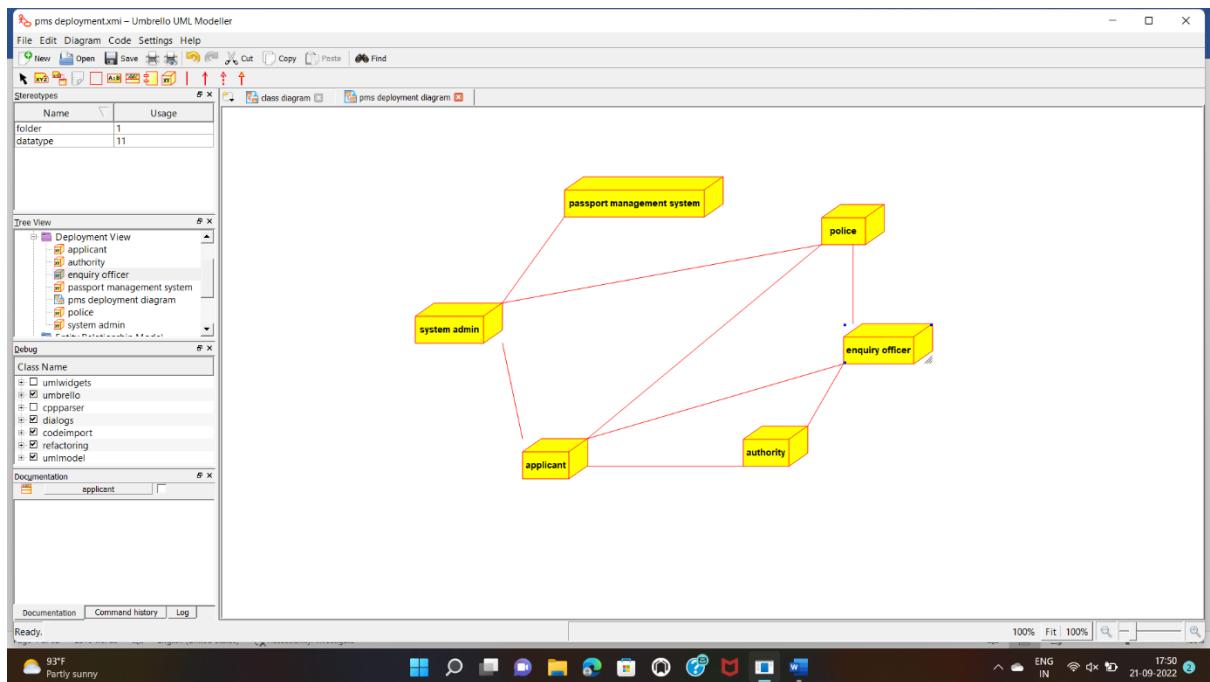
## ACTIVITY DIAGRAM



## COMPONENT DIAGRAM



## DEPLOYMENT DIAGRAM



## SOURCE CODE:

### Administrator

```
#include "administrator.h"
```

```
// Constructors/Destructors
```

```
//
```

```
administrator::administrator () {
    initAttributes();
}
```

```
administrator::~administrator () {}
```

```
//
```

```
// Methods
```

```
//  
  
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void administrator::initAttributes () {  
}
```

Client  
#include "client.h"

```
// Constructors/Destructors  
//
```

```
client::client () {  
    initAttributes();  
}
```

```
client::~client () {}
```

```
//  
// Methods  
//  
  
// Accessor methods
```

```
// Other methods  
//
```

```
void client::initAttributes () {  
}
```

```
Enquiry officer  
#include "enquiry_officer.h"
```

```
// Constructors/Destructors  
//
```

```
enquiry_officer::enquiry_officer () {  
initAttributes();  
}
```

```
enquiry_officer::~enquiry_officer () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void enquiry_officer::initAttributes () {
```

```
}
```

```
Police
```

```
#include "police.h"
```

```
// Constructors/Destructors
```

```
//
```

```
police::police () {
```

```
    initAttributes();
```

```
}
```

```
police::~police () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void police::initAttributes () {
```

```
}
```

```
Passport management system
```

```
#include "passport_management_system.h"
```

```
// Constructors/Destructors
```

```
//
```

```
passport_management_system::passport_management_system () {  
    initAttributes();  
}  
}
```

```
passport_management_system::~passport_management_system () {  
}
```

```
//  
// Methods  
//
```

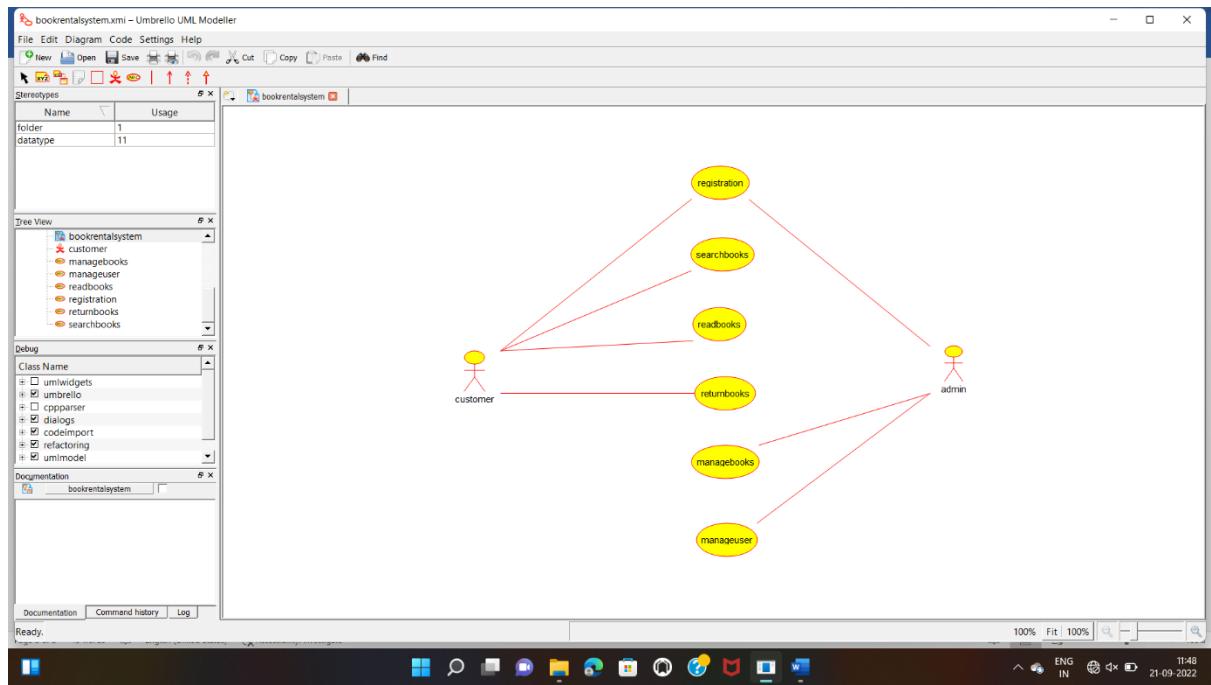
```
// Accessor methods  
//
```

```
// Other methods  
//
```

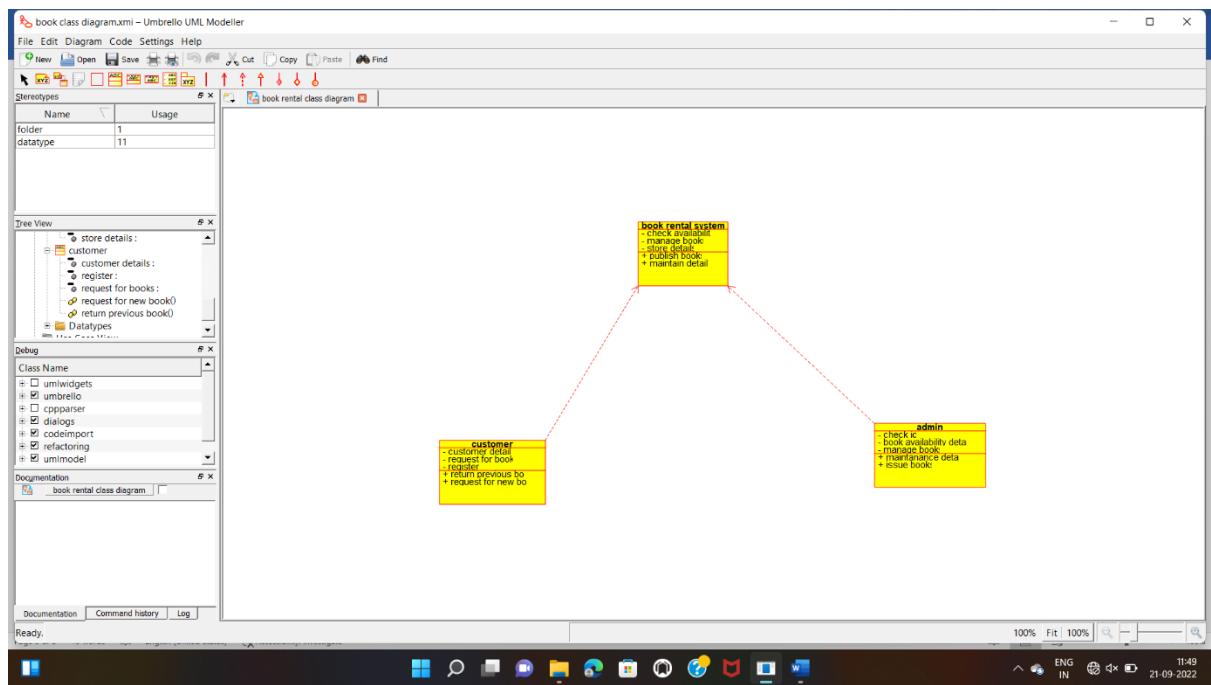
```
void passport_management_system::initAttributes () {  
}
```

## 2)BOOK RENTAL SYSTEM

### USECASE DIAGRAM



### CLASS DIAGRAM



### SOURCE CODE:

Admin:

```
#include "admin.h"
```

```
// Constructors/Destructors  
//
```

```
admin::admin () {  
    initAttributes();  
}
```

```
admin::~admin () { }
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void admin::initAttributes () {
```

```
}
```

Customer

```
#include "customer.h"
```

```
// Constructors/Destructors
```

```
//
```

```
customer::customer () {
```

```
    initAttributes();
```

```
}
```

```
customer::~customer () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void customer::initAttributes () {  
}  
}
```

Bookrentalsystem

```
#include "book_rental_system.h"
```

```
// Constructors/Destructors  
//
```

```
book_rental_system::book_rental_system () {  
initAttributes();  
}  
}
```

```
book_rental_system::~book_rental_system () {}
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

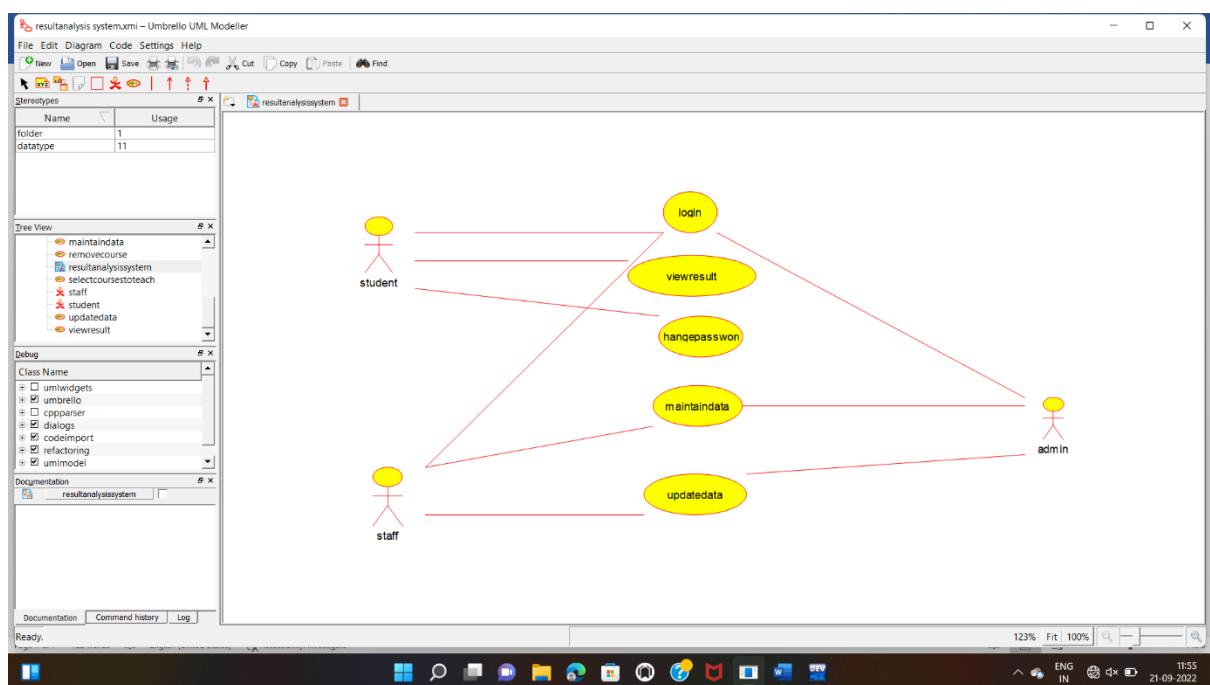
```
// Other methods
```

```
//
```

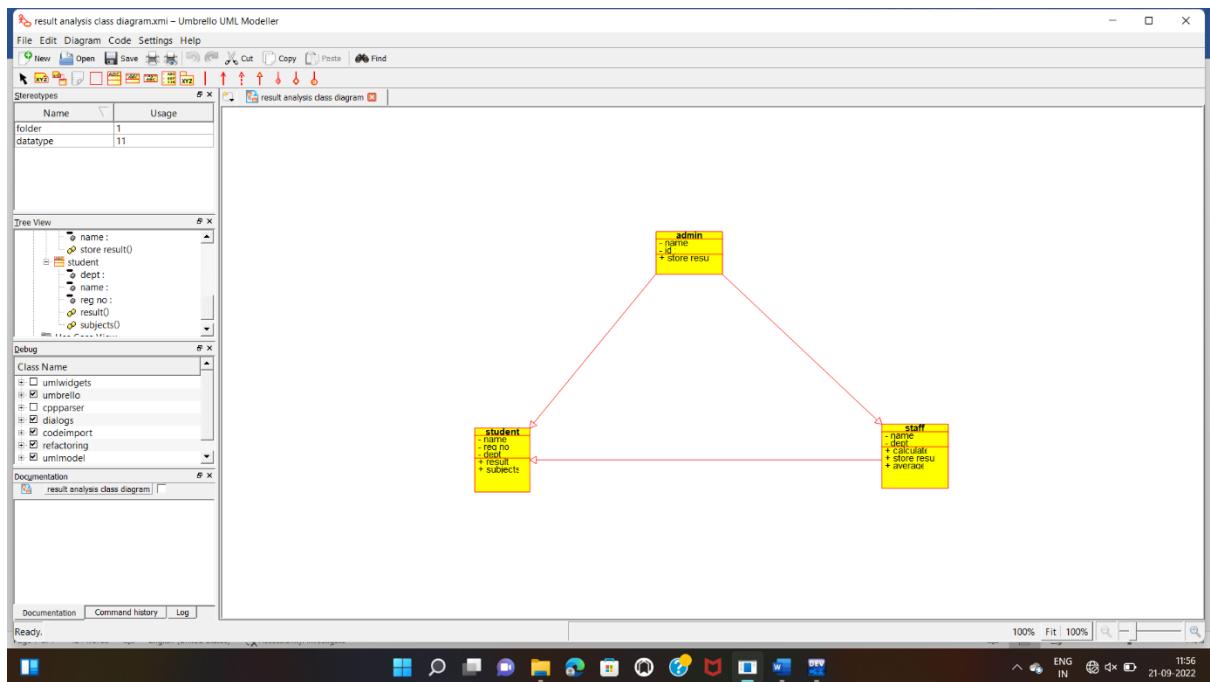
```
void book_rental_system::initAttributes () {  
}
```

### 3)RESULT ANALYSIS SYSTEM

#### USECASE DIAGRAM



#### CLASS DIAGRAM



## SOURCE CODE:

Admin

```
#include "admin.h"
```

```
// Constructors/Destructors
```

```
//
```

```
admin::admin () {
    initAttributes();
}
```

```
admin::~admin () {}
```

```
//
```

```
// Methods
```

```
//  
  
// Accessor methods
```

```
//
```

```
// Other methods  
//
```

```
void admin::initAttributes () {  
}
```

```
Staff
```

```
include "staff.h"
```

```
// Constructors/Destructors  
//
```

```
staff::staff () {  
    initAttributes();  
}
```

```
staff::~staff () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void staff::initAttributes () {
```

```
}
```

```
Student
```

```
#include "student.h"
```

```
// Constructors/Destructors
```

```
//
```

```
student::student () {
```

```
    initAttributes();
```

```
}
```

```
student::~student () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

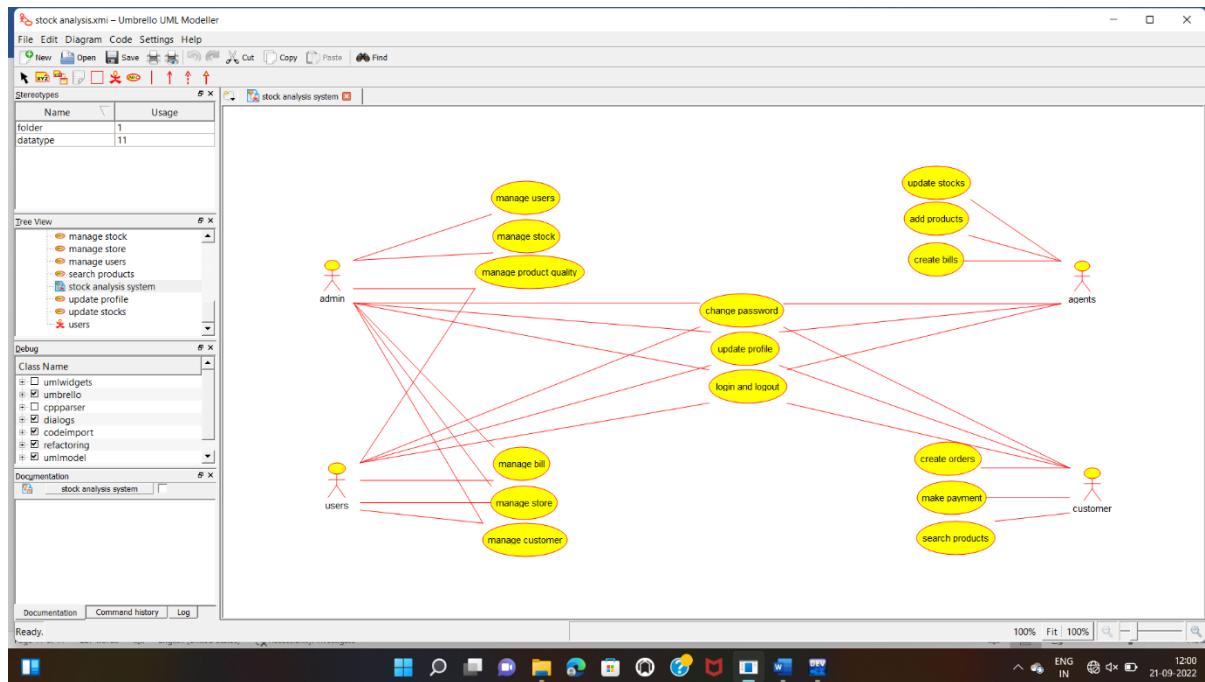
```
//
```

```
void student::initAttributes () {
```

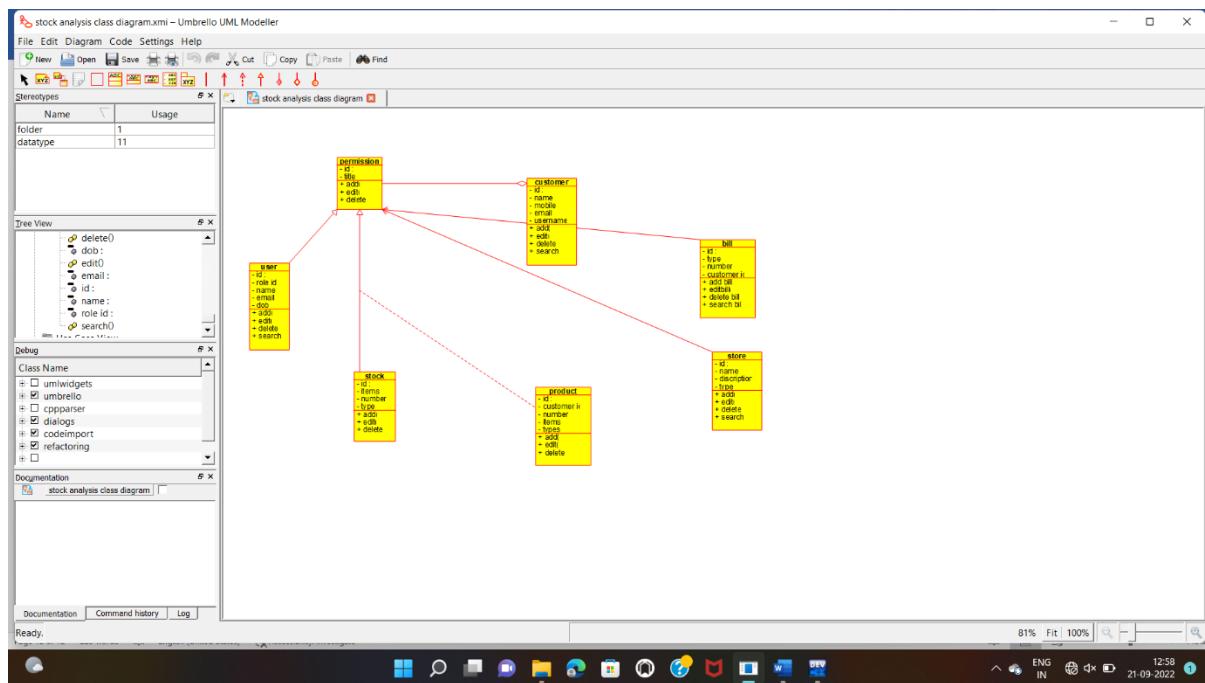
```
}
```

# 4) STOCK ANALYSIS SYSTEM

## USECASE DIAGRAM



## CLASS DIAGRAM



## SOURCE CODE:

User

```
#include "user.h"
```

```
// Constructors/Destructors  
//
```

```
user::user () {  
    initAttributes();  
}
```

```
user::~user () {}
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void user::initAttributes () {  
}
```

Stock

```
#include "stock.h"
```

```
// Constructors/Destructors
```

```
//
```

```
stock::stock () {
```

```
initAttributes();
```

```
}
```

```
stock::~stock () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void stock::initAttributes () {  
}
```

Product

```
#include "product.h"
```

```
// Constructors/Destructors
```

```
//
```

```
product::product () {
```

```
    initAttributes();
```

```
}
```

```
product::~product () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

//

```
void product::initAttributes () {  
}
```

Store

```
#include "store.h"
```

```
// Constructors/Destructors  
//
```

```
store::store () {  
    initAttributes();  
}
```

```
store::~store () {}
```

//

```
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//  
  
void store::initAttributes () {  
}
```

Bill

```
#include "bill.h"
```

```
// Constructors/Destructors  
//
```

```
bill::bill () {  
    initAttributes();  
}  
  
bill::~bill () {}
```

```
//  
// Methods  
//
```

```
// Accessor methods
```

```
//  
  
// Other methods  
  
//  
  
void bill::initAttributes () {  
}  
  
Permission  
  
#include "permission.h"  
  
// Constructors/Destructors  
  
//  
  
permission::permission () {  
    initAttributes();  
}  
  
permission::~permission () { }  
  
//  
  
// Methods  
  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void permission::initAttributes () {  
}
```

Customer

```
#include "customer.h"
```

```
// Constructors/Destructors  
//
```

```
customer::customer () {  
    initAttributes();  
}
```

```
customer::~customer () { }
```

```
//  
// Methods
```

//

// Accessor methods

//

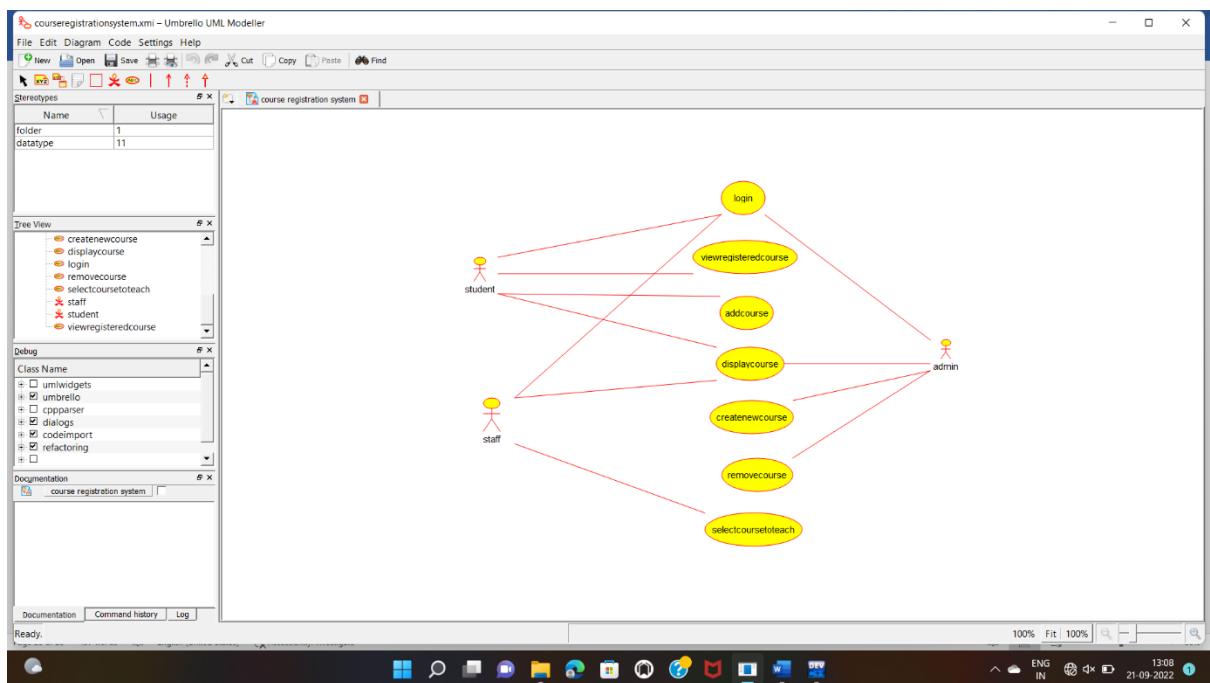
// Other methods

//

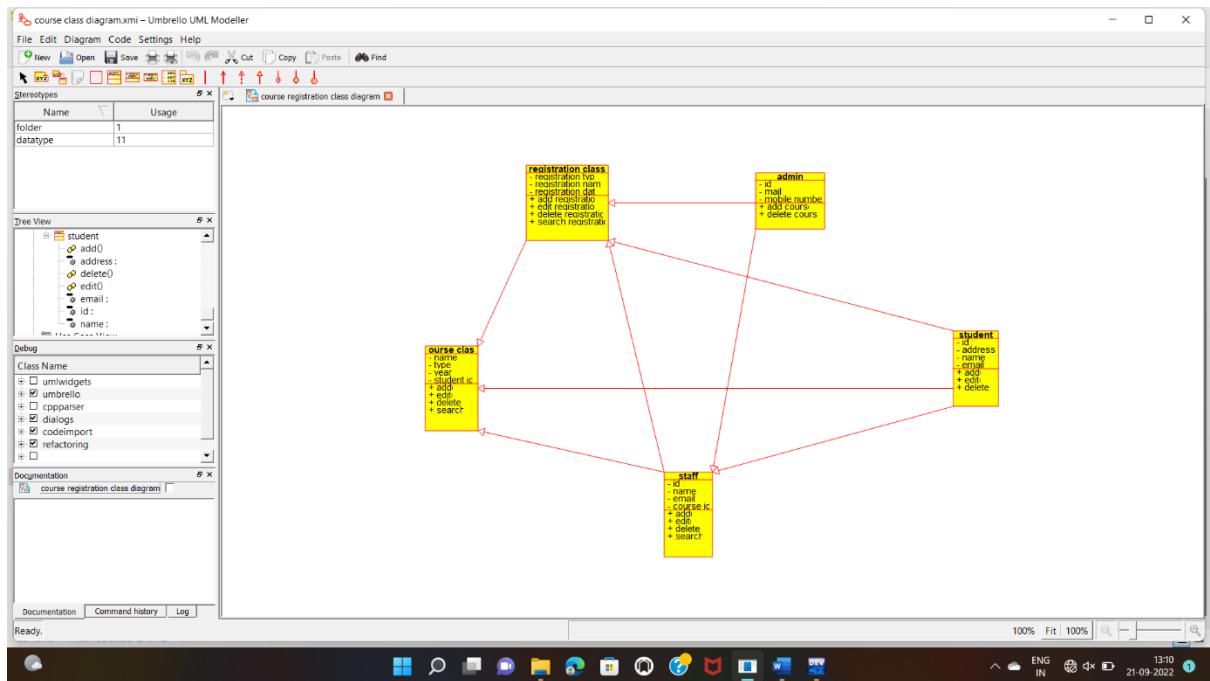
```
void customer::initAttributes () {  
}
```

## 5) COURSE REGISTRATION

### USECASE DIAGRAM



## CLASS DIAGRAM



## SOURCE CODE:

### Admin

```
#include "admin.h"
```

```
// Constructors/Destructors
```

```
//
```

```
admin::admin () {  
    initAttributes();  
}
```

```
admin::~admin () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void admin::initAttributes () {  
}
```

Course class

```
#include "course_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
course_class::course_class () {  
initAttributes();  
}
```

```
course_class::~course_class () { }
```

```
//  
// Methods  
//  
  
// Accessor methods  
//  
  
// Other methods  
//  
  
void course_class::initAttributes () {  
}  
  
Registration class  
#include "registration_class.h"  
  
// Constructors/Destructors  
//  
  
registration_class::registration_class () {  
    initAttributes();  
}
```

```
registration_class::~registration_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void registration_class::initAttributes () {
```

```
}
```

```
Staff
```

```
#include "staff.h"
```

```
// Constructors/Destructors
```

```
//
```

```
staff::staff () {
```

```
initAttributes();  
}
```

```
staff::~staff () { }
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void staff::initAttributes () {  
}
```

```
Student
```

```
#include "student.h"
```

```
// Constructors/Destructors  
//
```

```
student::student () {  
    initAttributes();  
}  
  
}
```

```
student::~student () { }
```

```
//  
// Methods  
//
```

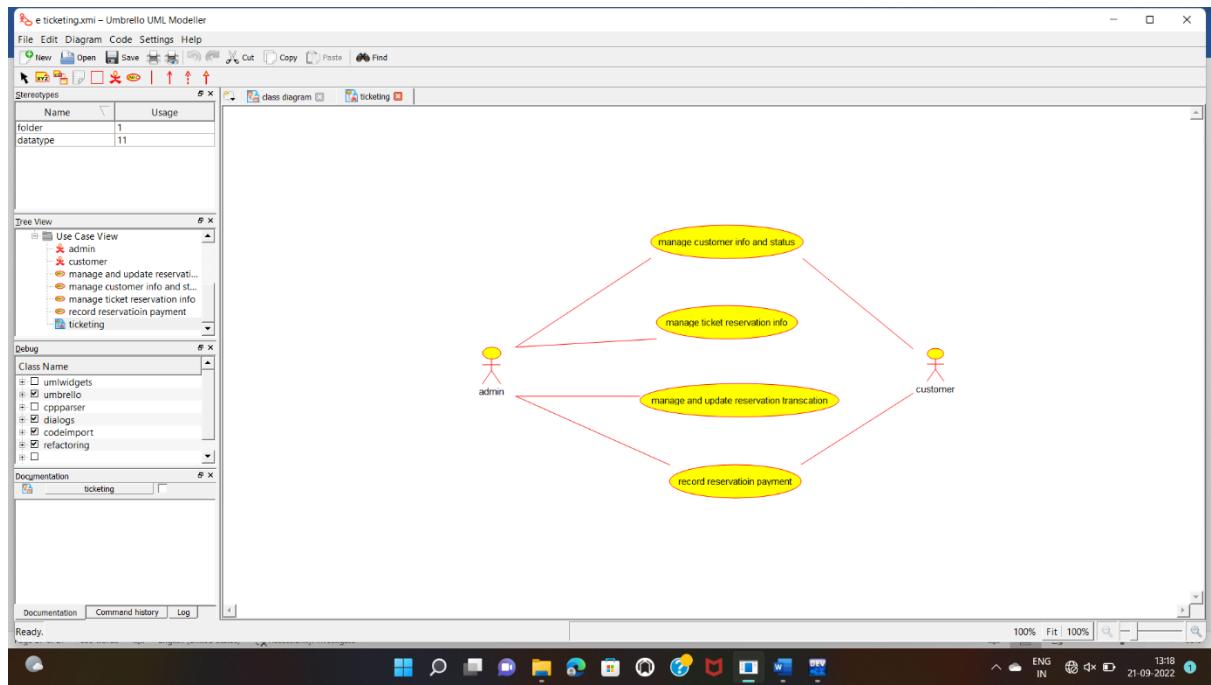
```
// Accessor methods  
//
```

```
// Other methods  
//
```

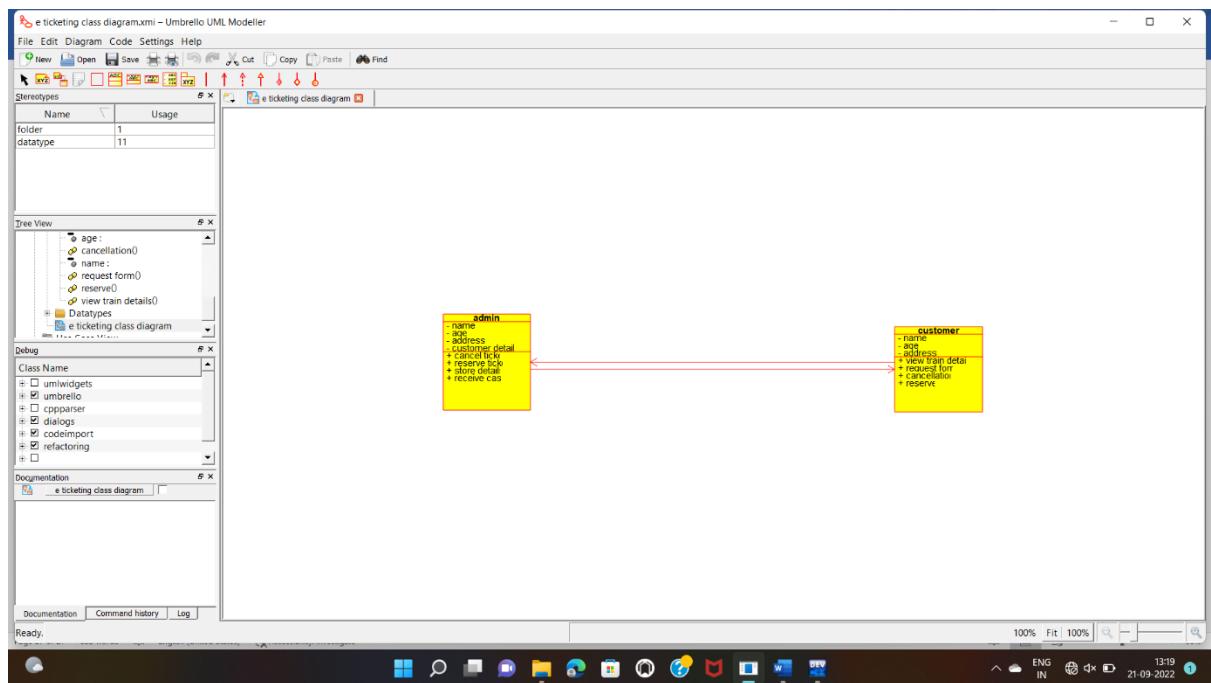
```
void student::initAttributes () {  
}
```

## 6) E TICKETING

### USE CASE DIAGRAM



### CLASS DIAGRAM



### SOURCE CODE:

Admin

```
#include "admin.h"
```

```
// Constructors/Destructors  
//
```

```
admin::admin () {  
    initAttributes();  
}
```

```
admin::~admin () { }
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void admin::initAttributes () {  
}
```

```
Customer
```

```
#include "customer.h"
```

```
// Constructors/Destructors
```

```
//
```

```
customer::customer () {
```

```
initAttributes();
```

```
}
```

```
customer::~customer () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

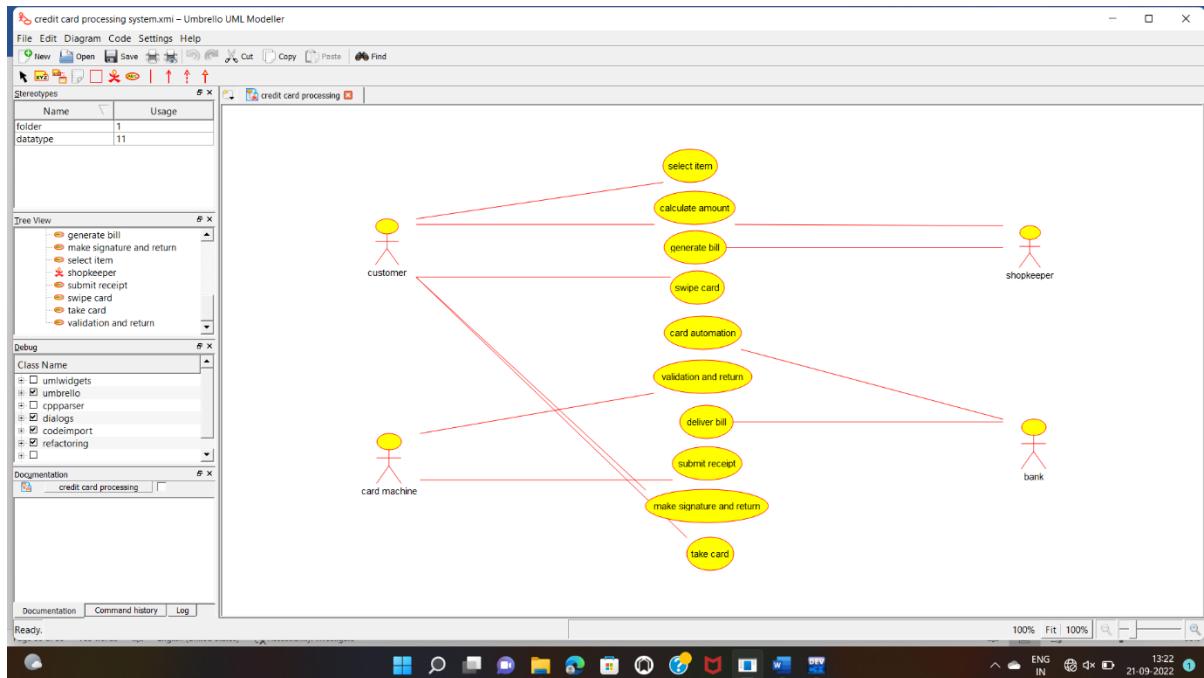
```

void customer::initAttributes () {
}

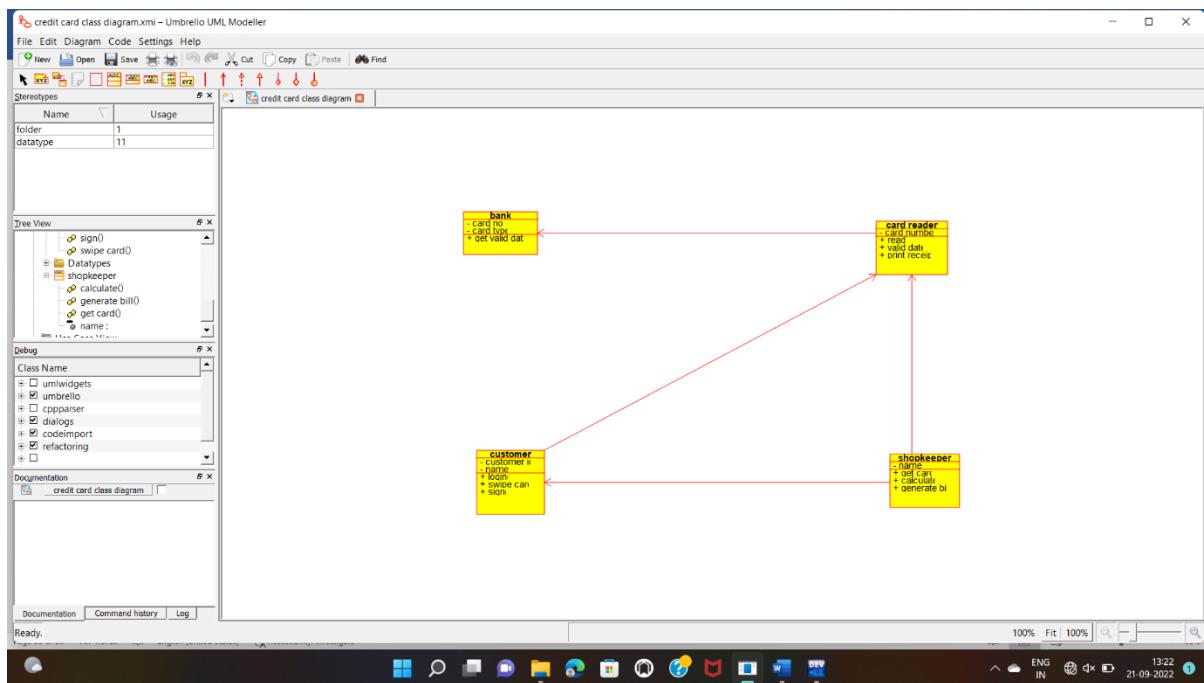
```

## 7)CREDIT CARD PROCESSING SYSTEM

### USE CASE DIAGRAM



### CLASS DIAGRAM



SOURCE CODE:

Bank

```
#include "bank.h"
```

```
// Constructors/Destructors
```

```
//
```

```
bank::bank () {
```

```
    initAttributes();
```

```
}
```

```
bank::~bank () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void bank::initAttributes () {  
}
```

Card reader

```
#include "card_reader.h"
```

```
// Constructors/Destructors
```

```
//
```

```
card_reader::card_reader () {  
    initAttributes();  
}
```

```
card_reader::~card_reader () { }
```

```
//
```

// Methods

```
//
```

```
// Accessor methods  
//
```

```
// Other methods
//



void card_reader::initAttributes () {
}

Customer

#include "customer.h"



// Constructors/Destructors
//


customer::customer () {
    initAttributes();
}

customer::~customer () { }

//


// Methods
//


// Accessor methods
//
```

```
// Other methods
//



void customer::initAttributes () {
}

Shopkeeper
#include "shopkeeper.h"

// Constructors/Destructors
//


shopkeeper::shopkeeper () {
    initAttributes();
}

shopkeeper::~shopkeeper () { }

//


// Methods
//
```

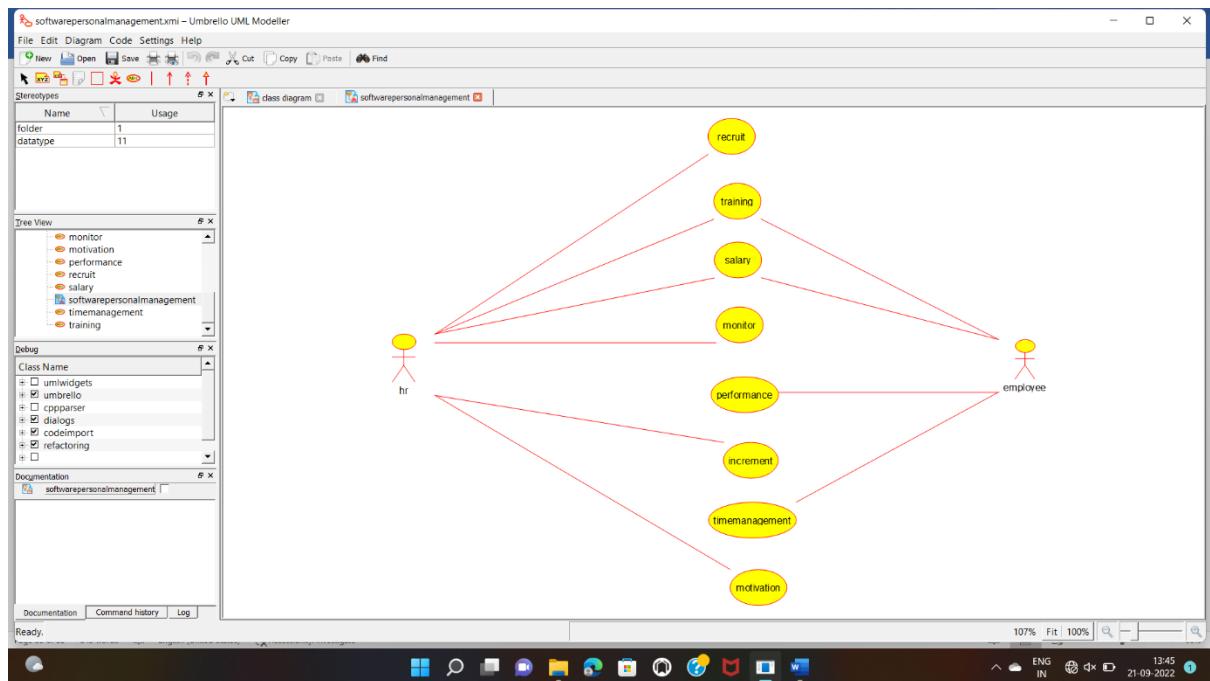
```
// Accessor methods  
//
```

```
// Other methods  
//
```

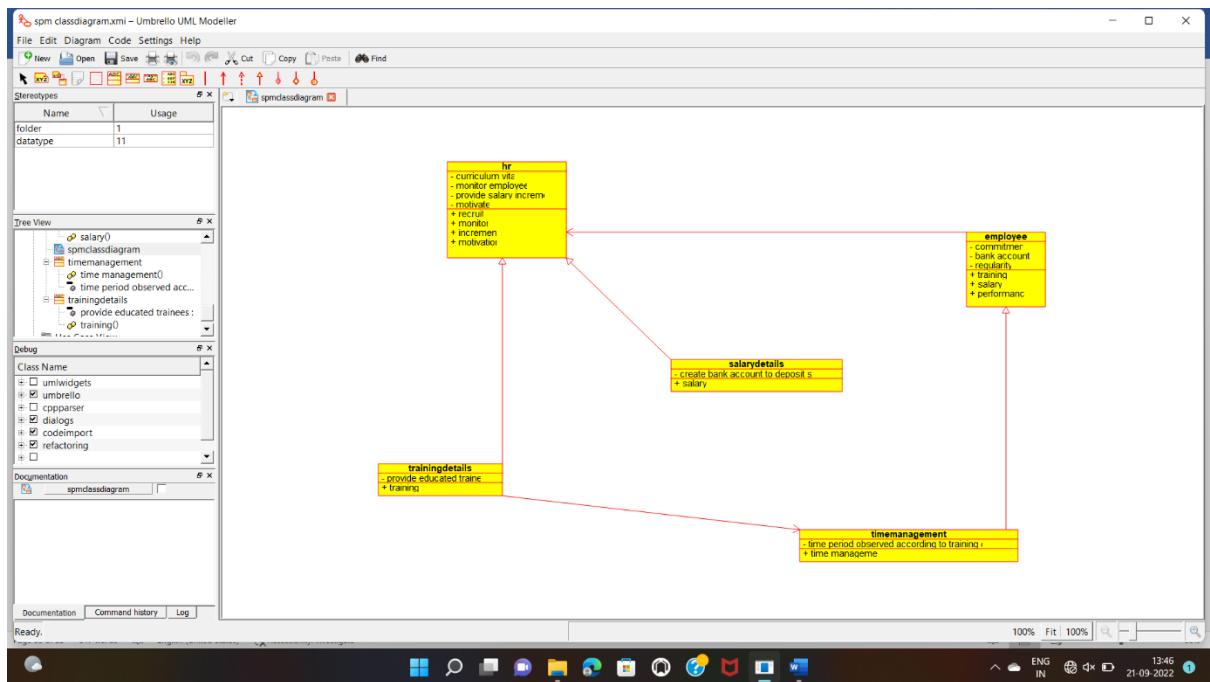
```
void shopkeeper::initAttributes () {  
}
```

## 8) SOFTWARE PERSONAL MANAGEMENT SYSTEM

### USE CASE DIAGRAM



### CLASS DIAGRAM



## SOURCE CODE

### Curriculum vatae

```
#include "curriculumvatae.h"
```

```
// Constructors/Destructors
```

```
//
```

```
curriculumvatae::curriculumvatae () {
```

```
}
```

```
curriculumvatae::~curriculumvatae () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
Employee
```

```
#include "employee.h"
```

```
// Constructors/Destructors
```

```
//
```

```
employee::employee () {
```

```
initAttributes();
```

```
}
```

```
employee::~employee () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void employee::initAttributes () {  
}
```

Hr

```
#include "hr.h"
```

```
// Constructors/Destructors  
//
```

```
hr::hr () {  
    initAttributes();  
}
```

```
hr::~hr () { }
```

```
//  
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void hr::initAttributes () {
```

```
}
```

```
Salary details
```

```
#include "salarydetails.h"
```

```
// Constructors/Destructors
```

```
//
```

```
salarydetails::salarydetails () {
```

```
initAttributes();
```

```
}
```

```
salarydetails::~salarydetails () { }
```

```
//  
// Methods  
//  
  
// Accessor methods
```

```
// Other methods  
//
```

```
void salarydetails::initAttributes () {  
}
```

```
Time management  
#include "timemanagement.h"
```

```
// Constructors/Destructors  
//
```

```
timemanagement::timemanagement () {  
initAttributes();  
}
```

```
timemanagement::~timemanagement () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void timemanagement::initAttributes () {
```

```
}
```

```
Training details
```

```
#include "trainingdetails.h"
```

```
// Constructors/Destructors
```

```
//
```

```
trainingdetails::trainingdetails () {
```

```
initAttributes();
```

```
}
```

```
trainingdetails::~trainingdetails () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

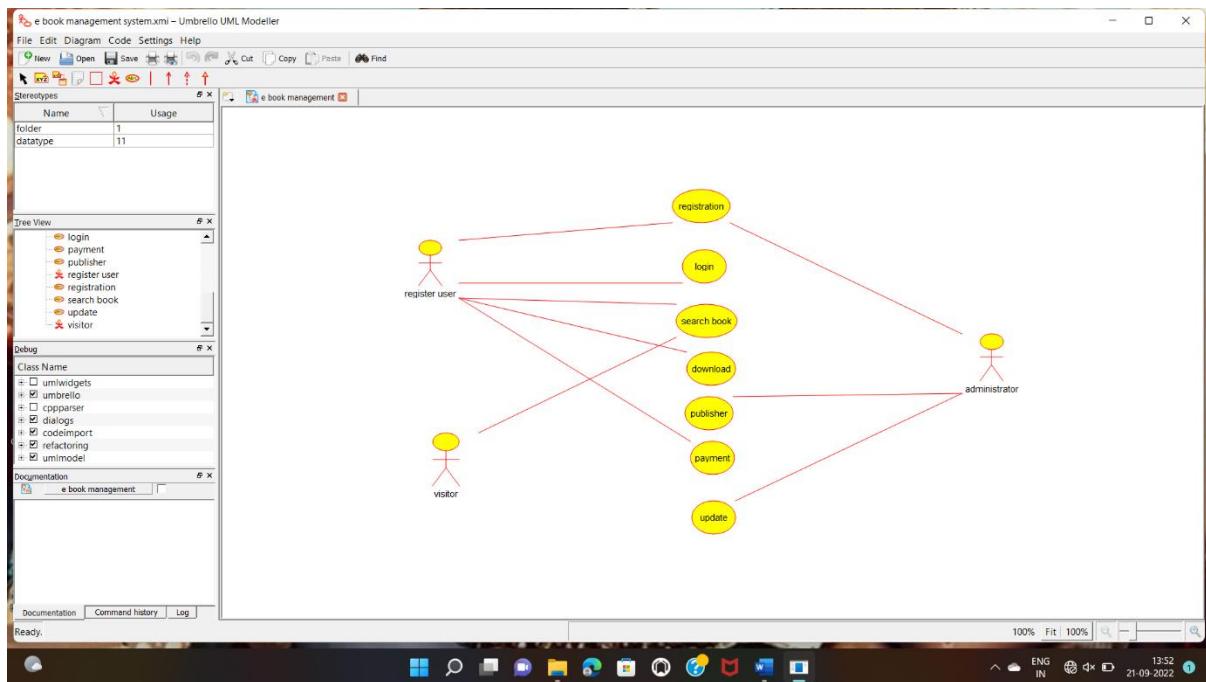
```
//
```

```
void trainingdetails::initAttributes () {
```

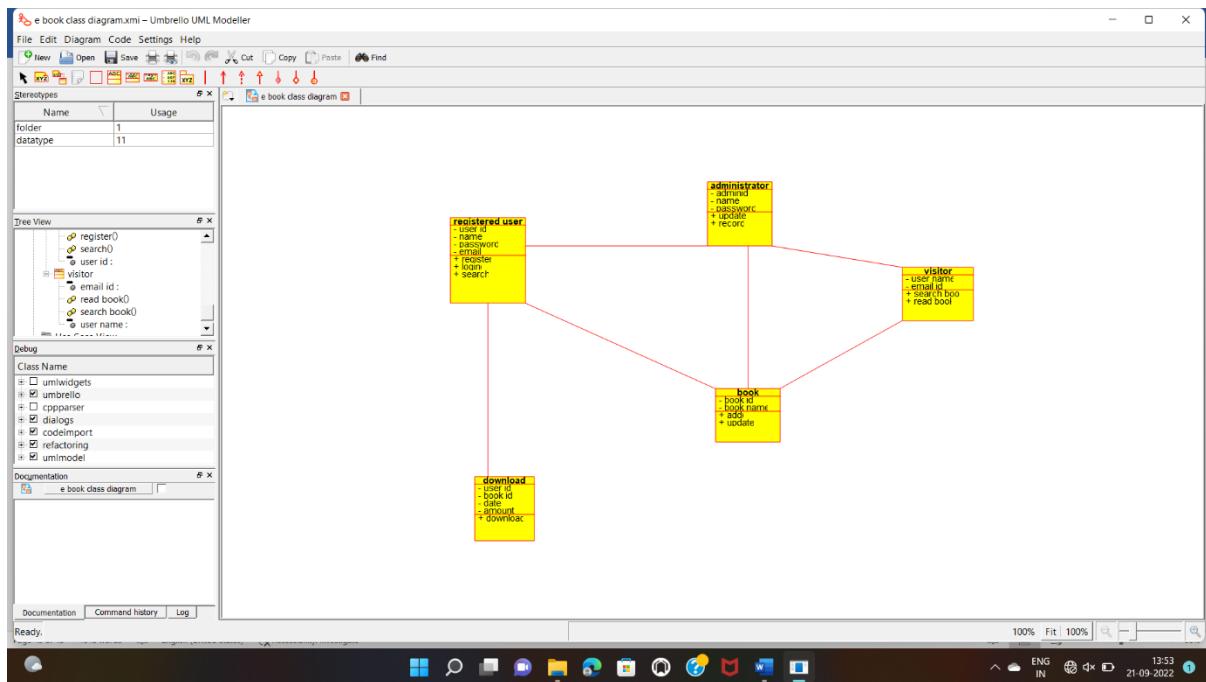
```
}
```

## **9)E BOOK MANAGEMENT SYSTEM**

USE CASE DIAGRAM



## CLASS DIAGRAM



## SOURCE CODE:

### Administrator

```
#include "administrator.h"
```

```
// Constructors/Destructors
```

```
//
```

```
administrator::administrator () {
```

```
    initAttributes();
```

```
}
```

```
administrator::~administrator () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void administrator::initAttributes () {
```

```
}
```

Download

```
#include "download.h"

// Constructors/Destructors
//

download::download () {
    initAttributes();
}

download::~download () { }

//


// Methods
//


// Accessor methods
//


// Other methods
//


void download::initAttributes () {
```

```
}
```

```
Book
```

```
#include "book.h"
```

```
// Constructors/Destructors
```

```
//
```

```
book::book () {
```

```
initAttributes();
```

```
}
```

```
book::~book () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void book::initAttributes () {  
}
```

Registered user

```
#include "registered_user.h"
```

```
// Constructors/Destructors
```

```
//
```

```
registered_user::registered_user () {  
    initAttributes();  
}
```

```
registered_user::~registered_user () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
//



void registered_user::initAttributes () {
}

Visitor

#include "visitor.h"



// Constructors/Destructors
//


visitor::visitor () {
    initAttributes();
}

visitor::~visitor () { }

//


// Methods
//


// Accessor methods
//
```

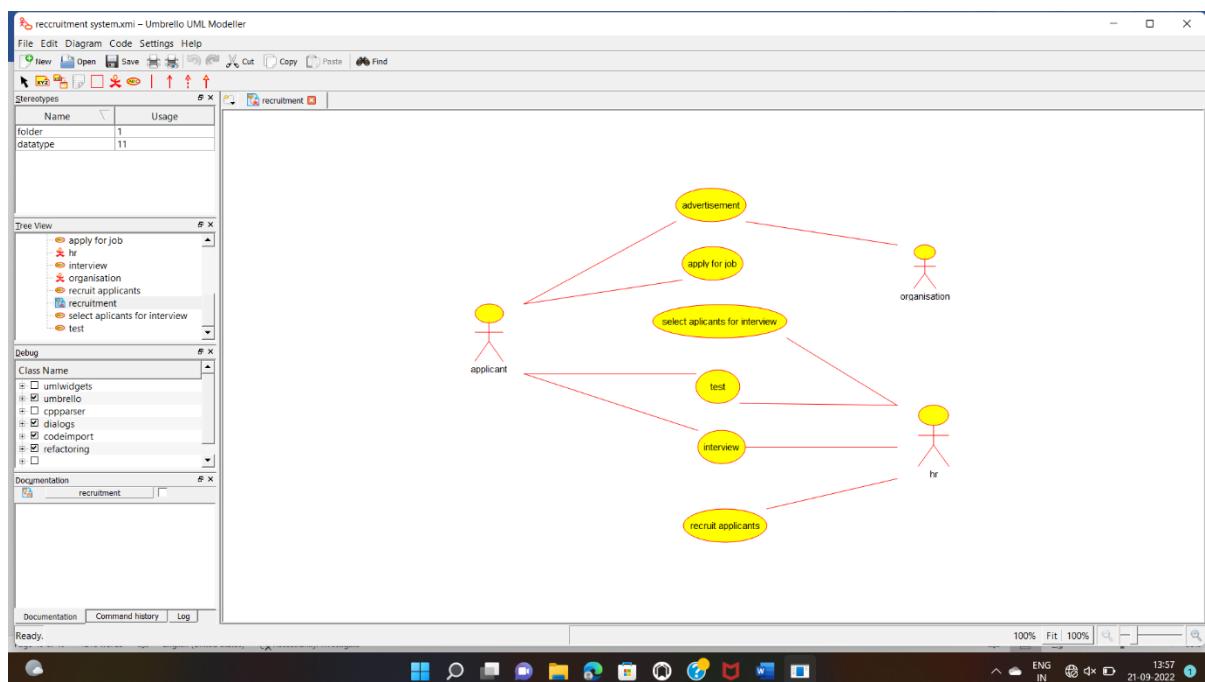
```
// Other methods
```

```
//
```

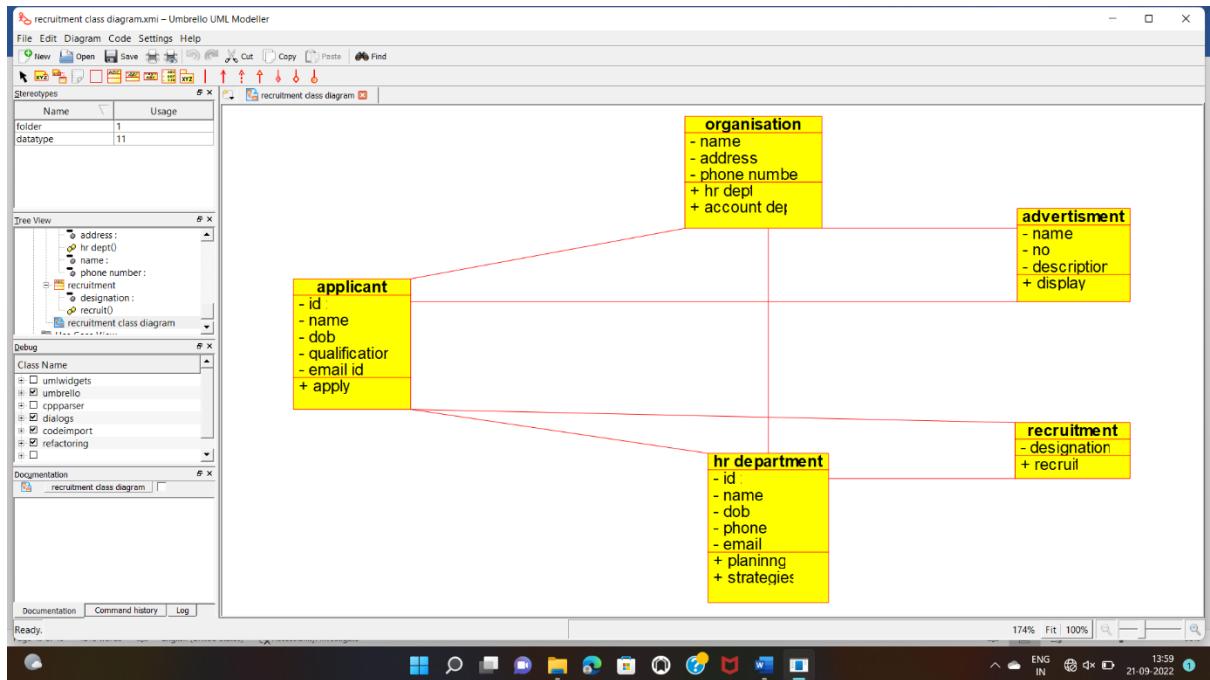
```
void visitor::initAttributes () {  
}
```

## 10)RECRUITMENT SYSTEM

### USE CASE DIAGRAM



### CLASS DIAGRAM



## SOURCE CODE:

### Advertisement

```
#include "advertisement.h"
```

```
// Constructors/Destructors
```

```
//
```

```
advertisement::advertisement () {
```

```
initAttributes();
```

```
}
```

```
advertisement::~advertisement () {}
```

```
//
```

```
// Methods
```

```
//  
  
// Accessor methods
```

```
//
```

```
// Other methods  
//
```

```
void advertisement::initAttributes () {  
}
```

```
Applicant
```

```
#include "applicant.h"
```

```
// Constructors/Destructors  
//
```

```
applicant::applicant () {  
    initAttributes();  
}
```

```
applicant::~applicant () {}
```

```
//  
// Methods  
//  
  
// Accessor methods
```

```
// Other methods  
//
```

```
void applicant::initAttributes () {  
}
```

```
Hr department  
#include "hr_department.h"
```

```
// Constructors/Destructors  
//
```

```
hr_department::hr_department () {  
initAttributes();  
}
```

```
hr_department::~hr_department () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void hr_department::initAttributes () {
```

```
}
```

```
Organization
```

```
#include "organisation.h"
```

```
// Constructors/Destructors
```

```
//
```

```
organisation::organisation () {
```

```
initAttributes();
```

```
}
```

```
organisation::~organisation () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void organisation::initAttributes () {
```

```
}
```

```
Recruitment
```

```
#include "recruitment.h"
```

```
// Constructors/Destructors
```

```
//
```

```
recruitment::recruitment () {  
    initAttributes();  
}  
  
}
```

```
recruitment::~recruitment () {}
```

```
//  
// Methods  
//
```

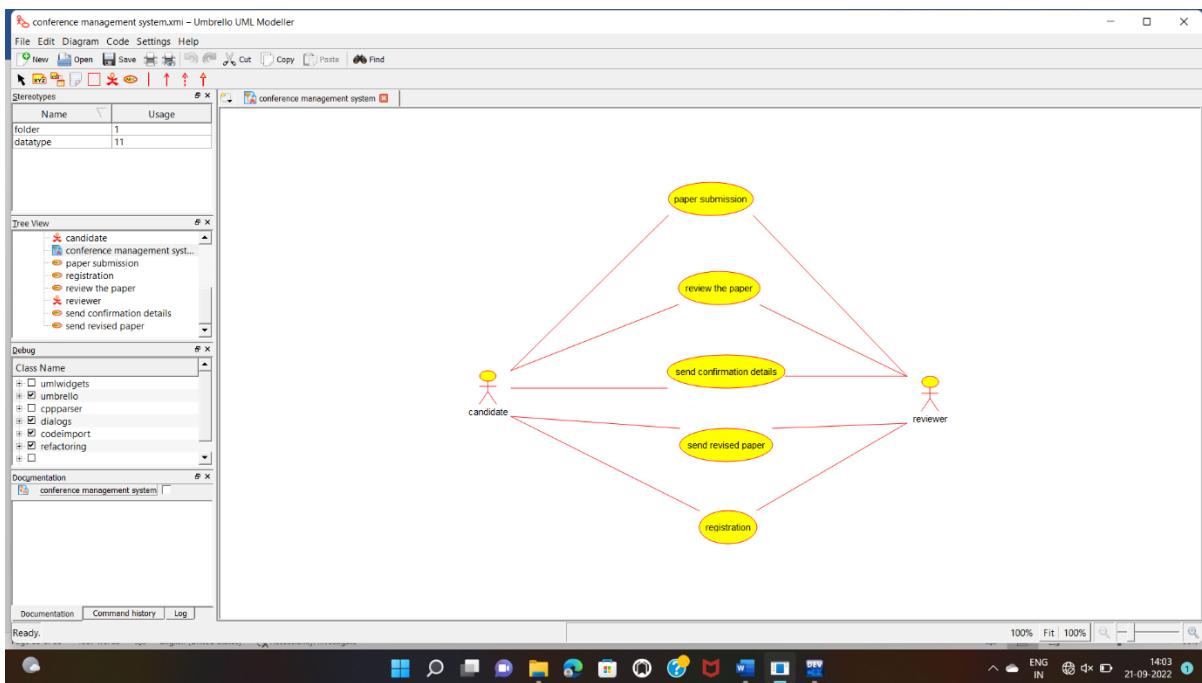
```
// Accessor methods  
//
```

```
// Other methods  
//
```

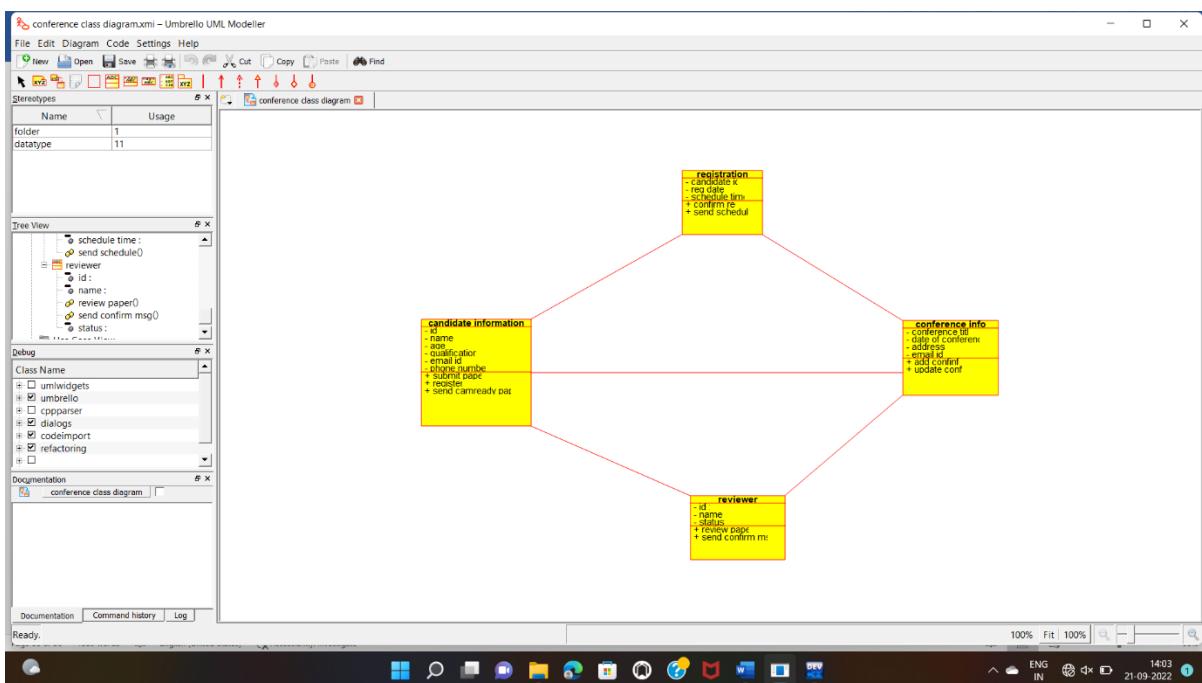
```
void recruitment::initAttributes () {  
}
```

# 11) CONFERENCE MANAGEMENT SYSTEM

## USE CASE DIAGRAM



## CLASS DIAGRAM



## SOURCE CODE:

Candidate information

```
#include "candidate_information.h"

// Constructors/Destructors
//

candidate_information::candidate_information () {
    initAttributes();
}

candidate_information::~candidate_information () { }

//


// Methods
//


// Accessor methods
//


// Other methods
//


void candidate_information::initAttributes () {
```

```
}
```

```
Conference info
```

```
#include "conference_info.h"
```

```
// Constructors/Destructors
```

```
//
```

```
conference_info::conference_info () {
```

```
initAttributes();
```

```
}
```

```
conference_info::~conference_info () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void conference_info::initAttributes () {  
}
```

Registration

```
#include "registration.h"
```

```
// Constructors/Destructors
```

```
//
```

```
registration::registration () {
```

```
initAttributes();
```

```
}
```

```
registration::~registration () { }
```

```
//
```

// Methods

```
//
```

// Accessor methods

```
//
```

```
// Other methods
//



void registration::initAttributes () {
}

Reviewer

#include "reviewer.h"



// Constructors/Destructors
//


reviewer::reviewer () {
    initAttributes();
}

reviewer::~reviewer () { }

//


// Methods
//


// Accessor methods
//
```

```
// Other methods
```

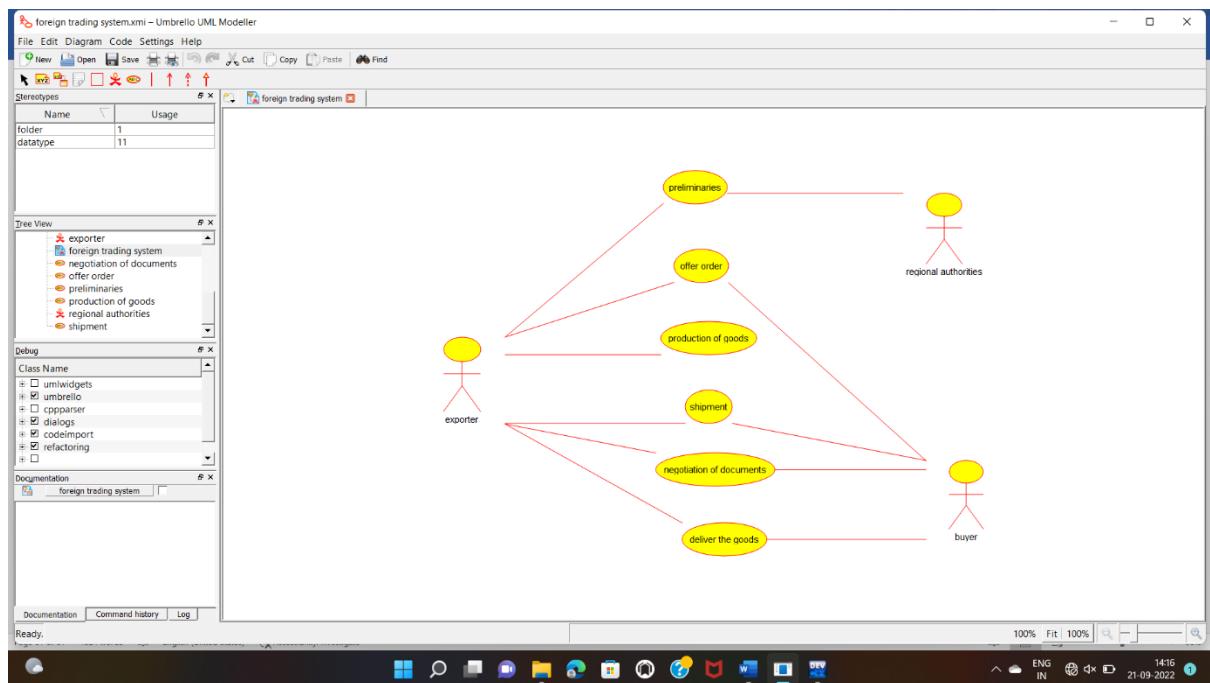
```
//
```

```
void reviewer::initAttributes () {
```

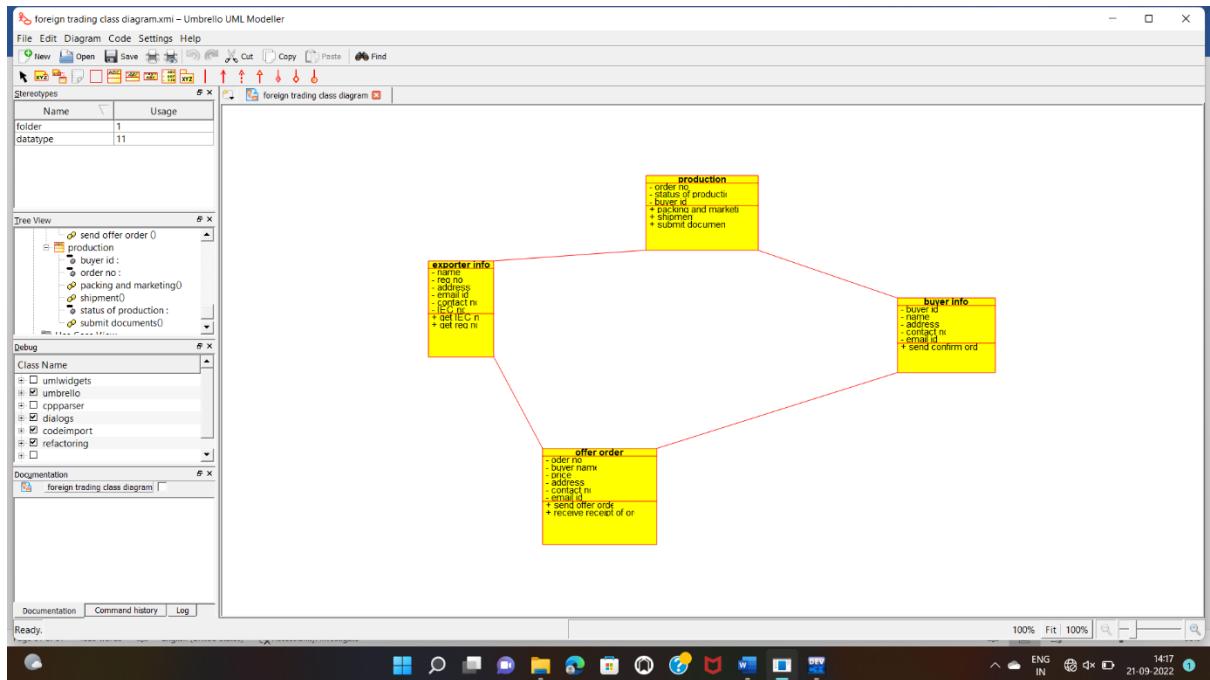
```
}
```

## 12) FOREIGN TRADING SYSTEM

### USE CASE DIAGRAM



### CLASS DIAGRAM



## SOURCE CODE:

### Buyer info

```
#include "buyer_info.h"
```

```
// Constructors/Destructors
```

```
//
```

```
buyer_info::buyer_info () {
```

```
initAttributes();
```

```
}
```

```
buyer_info::~buyer_info () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void buyer_info::initAttributes () {
```

```
}
```

```
Exporter info
```

```
#include "exporter_info.h"
```

```
// Constructors/Destructors
```

```
//
```

```
exporter_info::exporter_info () {
```

```
initAttributes();
```

```
}
```

```
exporter_info::~exporter_info () { }
```

```
//  
// Methods  
//  
  
// Accessor methods
```

```
// Other methods  
//
```

```
void exporter_info::initAttributes () {  
}
```

```
Offer order  
#include "offer_order.h"
```

```
// Constructors/Destructors  
//
```

```
offer_order::offer_order () {  
initAttributes();  
}
```

```
offer_order::~offer_order () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void offer_order::initAttributes () {
```

```
}
```

```
Production
```

```
#include "production.h"
```

```
// Constructors/Destructors
```

```
//
```

```
production::production () {
```

```
initAttributes();
```

```
}
```

```
production::~production () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

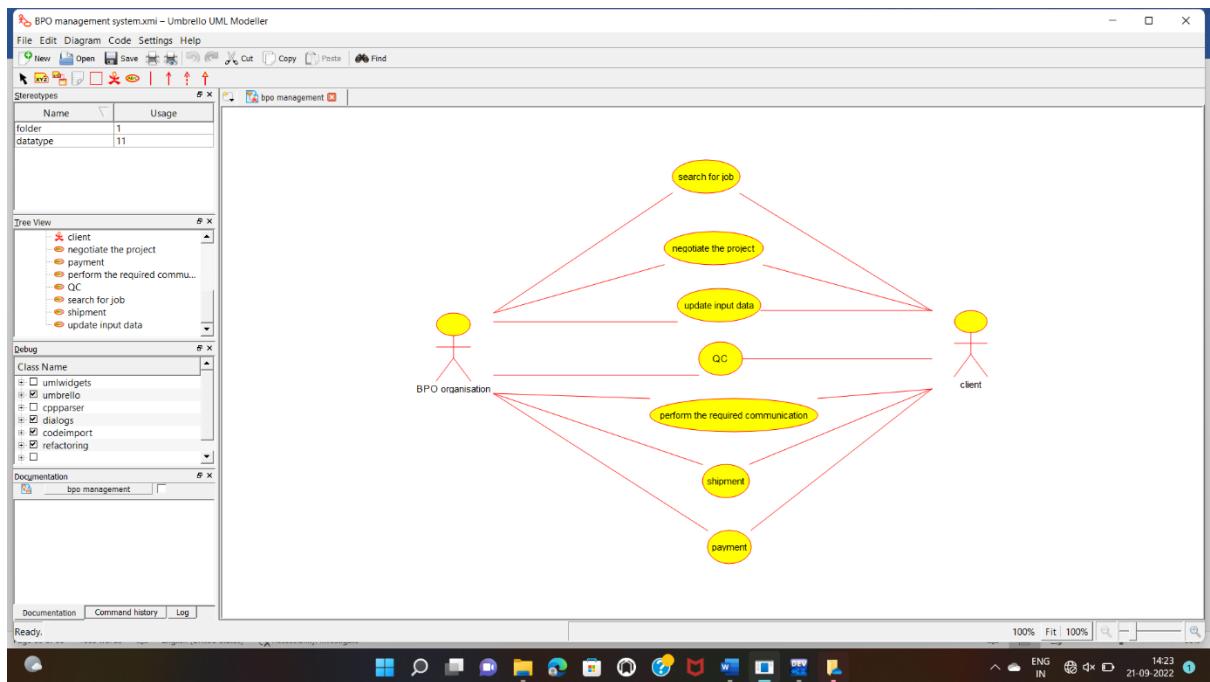
```
//
```

```
void production::initAttributes () {
```

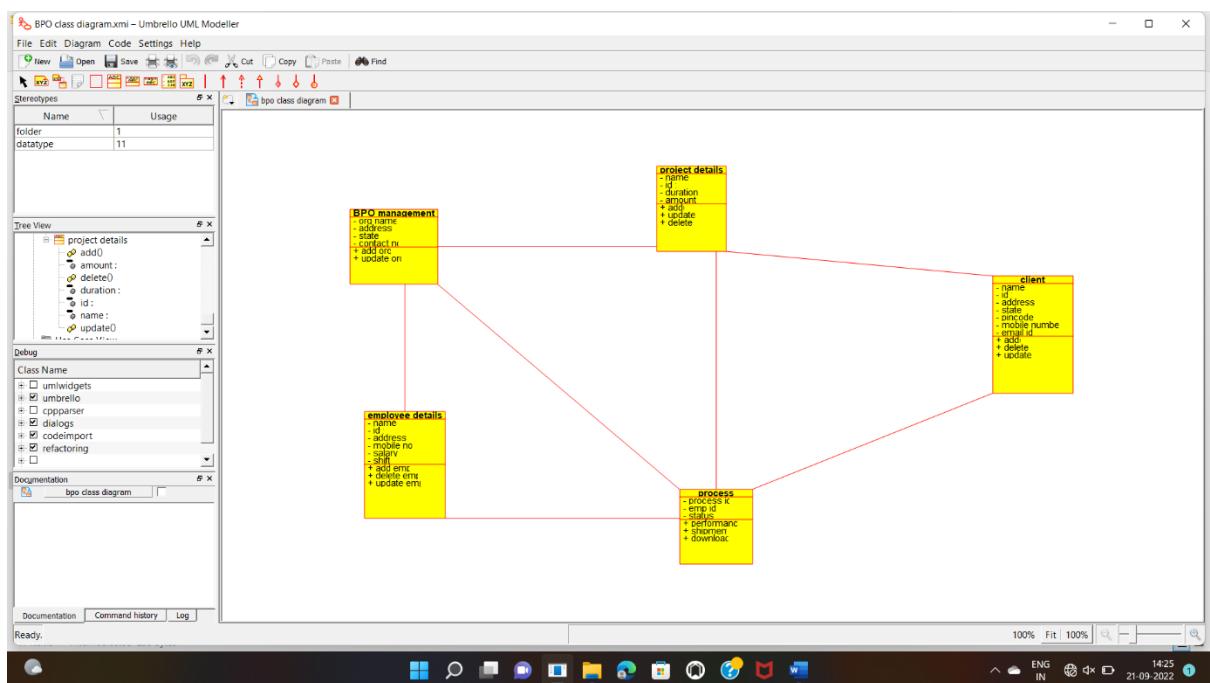
```
}
```

## **13)BPO MANAGEMENT SYSTEM**

USE CASE DIAGRAM



## CLASS DIAGRAM



## SOURCE CODE:

### BPO management

```
#include "BPO_management.h"
```

```
// Constructors/Destructors
```

//

```
BPO_management::BPO_management () {  
    initAttributes();  
}
```

```
BPO_management::~BPO_management () { }
```

//

// Methods

//

// Accessor methods

//

// Other methods

//

```
void BPO_management::initAttributes () {  
}
```

Client

```
#include "client.h"
```

```
// Constructors/Destructors  
//
```

```
client::client () {  
    initAttributes();  
}
```

```
client::~client () { }
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void client::initAttributes () {  
}
```

Employee details

```
#include "employee_details.h"
```

```
// Constructors/Destructors
```

```
//
```

```
employee_details::employee_details () {
```

```
initAttributes();
```

```
}
```

```
employee_details::~employee_details () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void employee_details::initAttributes () {  
}
```

Process

```
#include "process.h"
```

```
// Constructors/Destructors
```

```
//
```

```
process::process () {
```

```
    initAttributes();
```

```
}
```

```
process::~process () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

//

```
void process::initAttributes () {  
}
```

Project details

```
#include "project_details.h"
```

// Constructors/Destructors

//

```
project_details::project_details () {  
    initAttributes();  
}  
//
```

```
project_details::~project_details () { }
```

//

// Methods

//

// Accessor methods

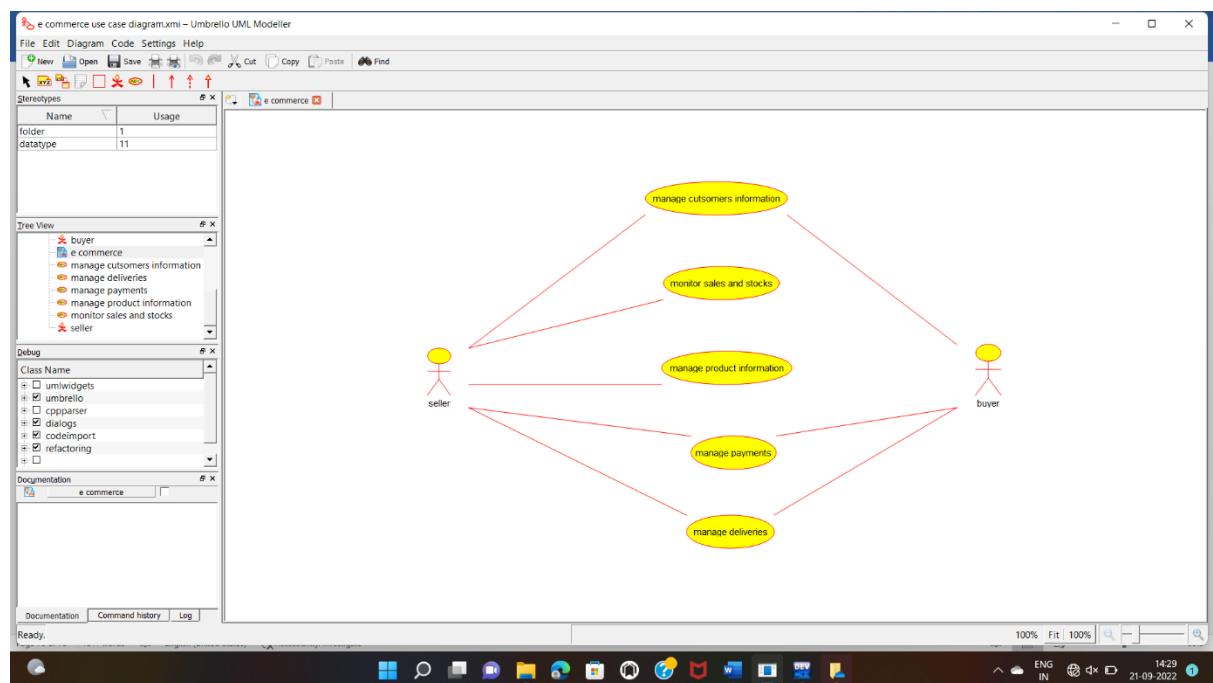
//

```
// Other methods  
//
```

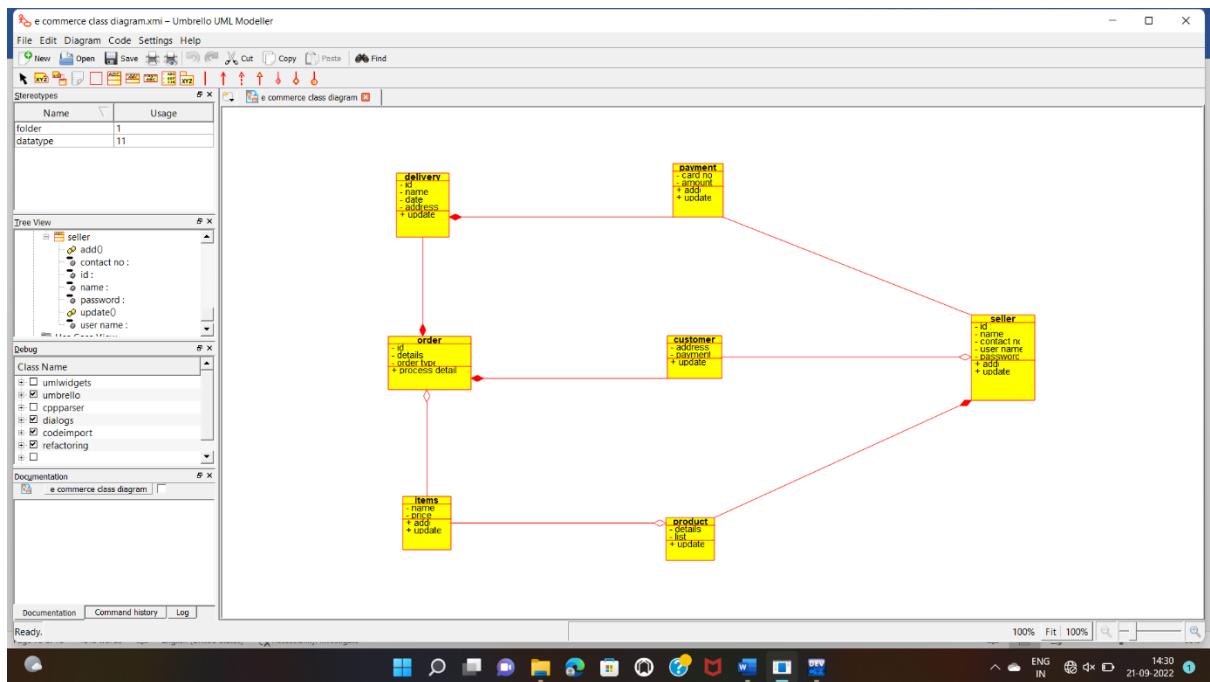
```
void project_details::initAttributes () {  
}
```

## 14) E COMMERCE SYSTEM

### USE CASE DIAGRAM



### CLASS DIAGRAM



## SOURCE CODE:

### Customer

```
#include "customer.h"
```

```
// Constructors/Destructors
```

```
//
```

```
customer::customer () {
```

```
initAttributes();
```

```
}
```

```
customer::~customer () {}
```

```
//
```

```
// Methods
```

```
//  
  
// Accessor methods
```

```
//
```

```
// Other methods  
//
```

```
void customer::initAttributes () {  
}
```

Delivery

```
#include "delivery.h"
```

```
// Constructors/Destructors  
//
```

```
delivery::delivery () {  
    initAttributes();  
}
```

```
delivery::~delivery () {}
```

```
//  
// Methods  
//  
  
// Accessor methods
```

```
// Other methods  
//
```

```
void delivery::initAttributes () {  
}
```

```
Items  
#include "items.h"
```

```
// Constructors/Destructors  
//
```

```
items::items () {  
initAttributes();  
}
```

```
items::~items () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void items::initAttributes () {
```

```
}
```

```
Order
```

```
#include "order.h"
```

```
// Constructors/Destructors
```

```
//
```

```
order::order () {
```

```
initAttributes();
```

```
}
```

```
order::~order () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void order::initAttributes () {
```

```
}
```

```
Payment
```

```
#include "payment.h"
```

```
// Constructors/Destructors
```

```
//
```

```
payment::payment () {
    initAttributes();
}

payment::~payment () { }

//  

// Methods  

//  

// Accessor methods  

//  

// Other methods  

//  

void payment::initAttributes () {
}

Product
#include "product.h"

// Constructors/Destructors
```

```
//  
  
product::product () {  
    initAttributes();  
}  
  
product::~product () {}
```

```
//  
// Methods  
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void product::initAttributes () {  
}  
  
Seller  
  
#include "seller.h"
```

```
// Constructors/Destructors  
//
```

```
seller::seller () {  
    initAttributes();  
}
```

```
seller::~seller () {}
```

```
//  
// Methods  
//
```

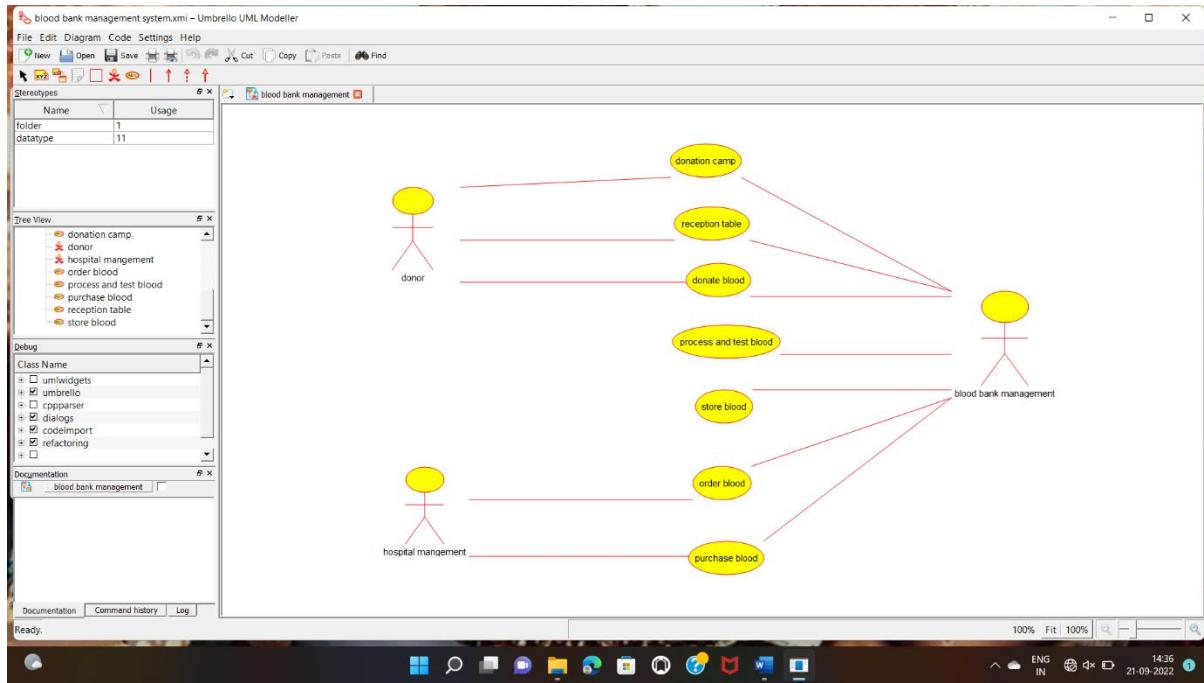
```
// Accessor methods  
//
```

```
// Other methods  
//
```

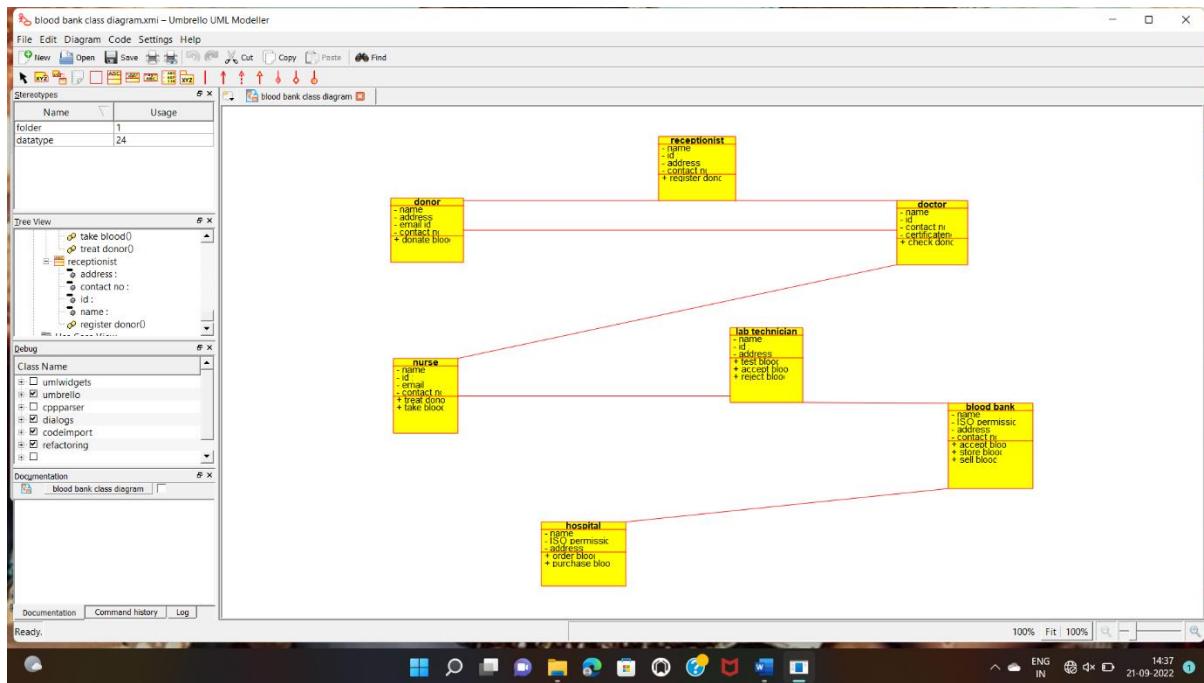
```
void seller::initAttributes () {  
}
```

# 15) BLOOD BANK MANAGEMENT SYSTEM

## USE CASE DIAGRAM



## CLASS DIAGRAM



SOURCE CODE:

Blood bank

```
#include "blood_bank.h"
```

```
// Constructors/Destructors
```

```
//
```

```
blood_bank::blood_bank () {
```

```
initAttributes();
```

```
}
```

```
blood_bank::~blood_bank () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void blood_bank::initAttributes () {  
}
```

Doctor

```
#include "doctor.h"
```

```
// Constructors/Destructors
```

```
//
```

```
doctor::doctor () {  
    initAttributes();  
}
```

```
doctor::~doctor () { }
```

```
//
```

// Methods

```
//
```

```
// Accessor methods  
//
```

```
// Other methods
//



void doctor::initAttributes () {
}

Donor

#include "donor.h"



// Constructors/Destructors
//


donor::donor () {
    initAttributes();
}

donor::~donor () { }

//


// Methods
//


// Accessor methods
//
```

```
// Other methods
```

```
//
```

```
void donor::initAttributes () {
```

```
}
```

```
Hospital
```

```
#include "hospital.h"
```

```
// Constructors/Destructors
```

```
//
```

```
hospital::hospital () {
```

```
    initAttributes();
```

```
}
```

```
hospital::~hospital () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods  
//
```

```
// Other methods  
//
```

```
void hospital::initAttributes () {  
}
```

Lab technician

```
#include "lab_technician.h"
```

```
// Constructors/Destructors  
//
```

```
lab_technician::lab_technician () {  
    initAttributes();  
}
```

```
lab_technician::~lab_technician () {}
```

```
//  
// Methods  
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void lab_technician::initAttributes () {
```

```
}
```

```
Nurse
```

```
#include "nurse.h"
```

```
// Constructors/Destructors
```

```
//
```

```
nurse::nurse () {
```

```
    initAttributes();
```

```
}
```

```
nurse::~nurse () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void nurse::initAttributes () {  
}
```

Receptionist

```
#include "receptionist.h"
```

```
// Constructors/Destructors
```

```
//
```

```
receptionist::receptionist () {  
    initAttributes();  
}
```

```
receptionist::~receptionist () {}
```

```
//  
// Methods  
//  
  
// Accessor methods  
//  
  
// Other methods  
//  
  
void receptionist::initAttributes () {  
}
```