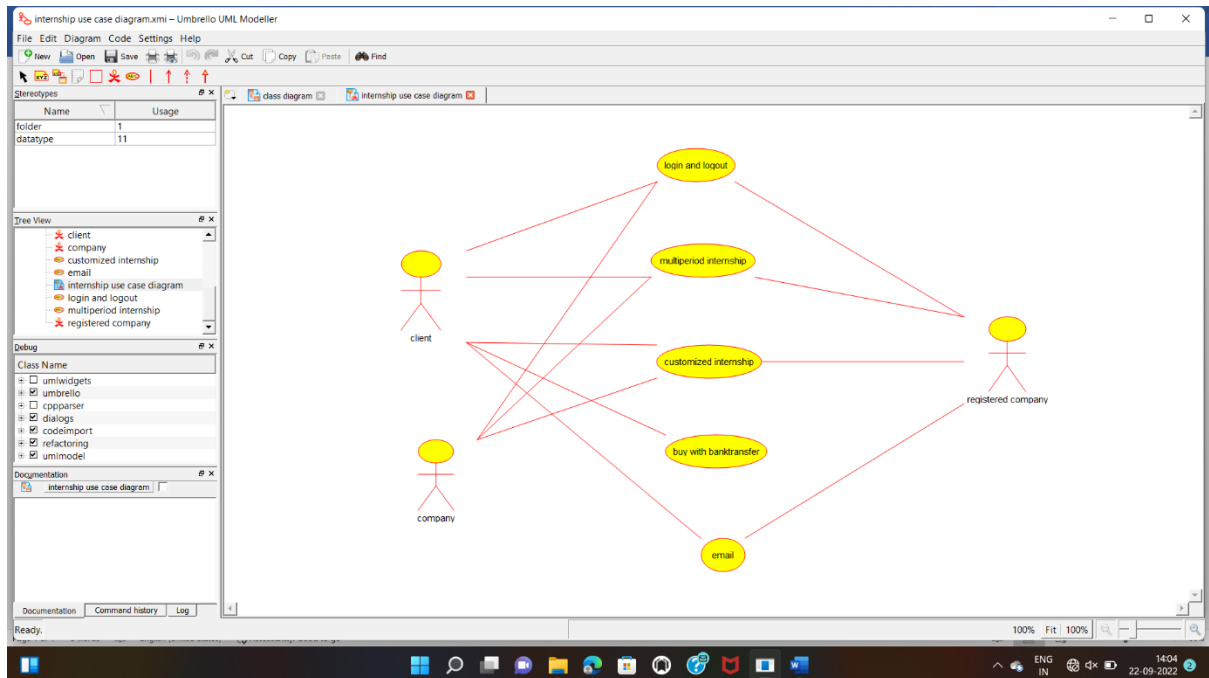
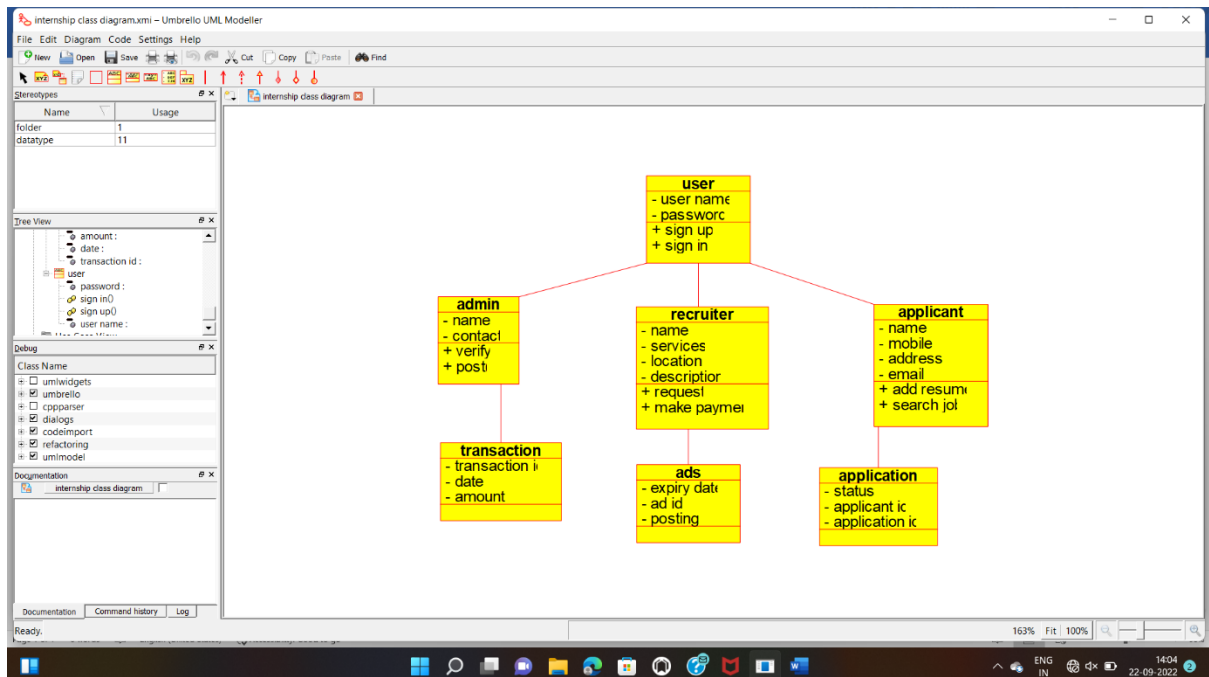


16)Online internship registration system

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 () {  
}
```

```
Ads
```

```
#include "ads.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
ads::~~ads () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void ads::initAttributes () {
```

```
}
```

```
Applicant
```

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

```
// Constructors/Destructors
```

```
//
```

```
applicant::applicant () {
```

```
initAttributes();
```

```
}
```

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

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
Application
```

```
#include "application.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
application::~~application () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void application::initAttributes () {
```

```
}
```

```
Recruiter
```

```
#include "recruiter.h"
```

```
// Constructors/Destructors
```

```
//
```

```
recruiter::recruiter () {
```

```
initAttributes();
```

```
}
```

```
recruiter::~~recruiter () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void recruiter::initAttributes () {  
}  
  
Transaction  
  
#include "transaction.h"  
  
  
// Constructors/Destructors  
//  
  
transaction::transaction () {  
    initAttributes();  
}  
  
transaction::~~transaction () { }  
  
  
//  
// Methods  
//  
  
  
// Accessor methods  
//  
  
  
// Other methods  
//  
  
void transaction::initAttributes () {  
}  
  
User  
  
#include "user.h"
```

```
// Constructors/Destructors
```

```
//
```

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

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

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

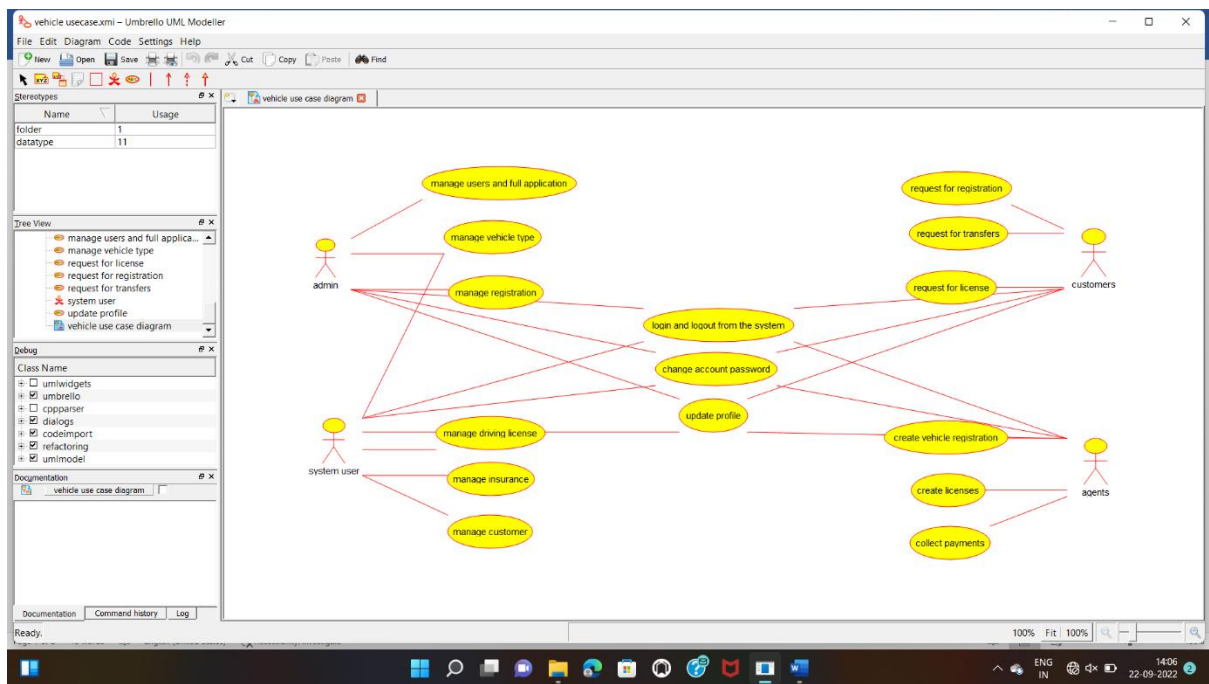
```
// Other methods
```

```
//
```

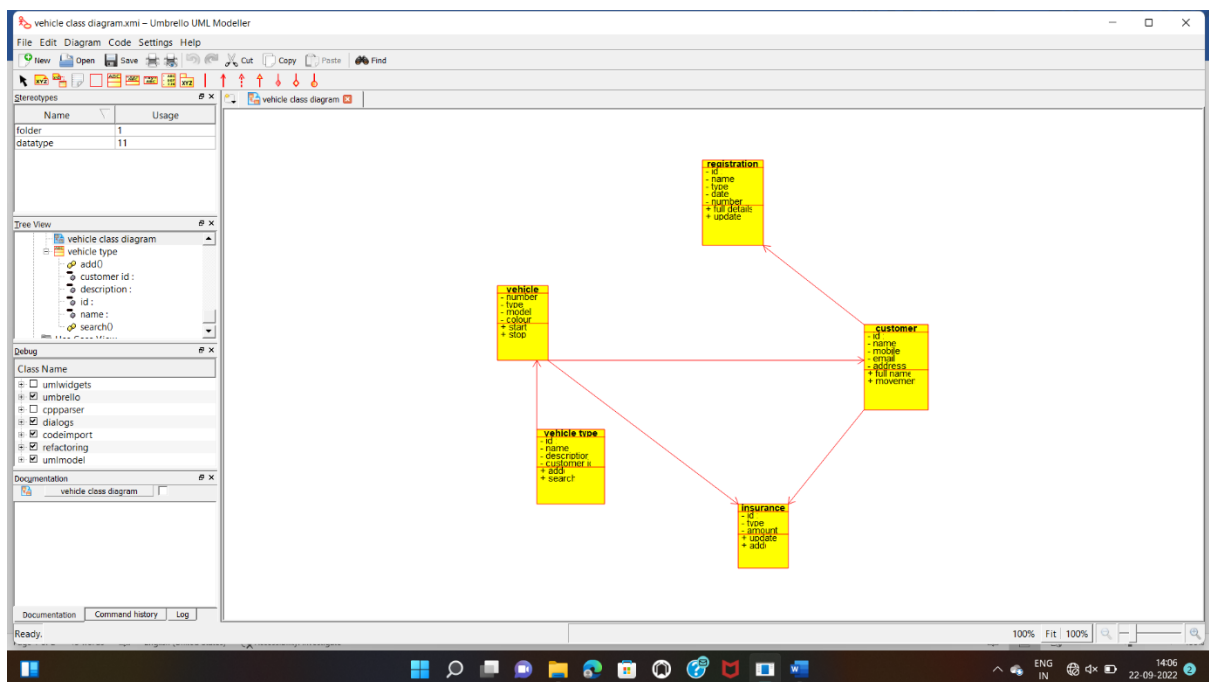
```
void user::initAttributes () {  
}
```

17)Vehicle registration system

USECASE DIAGRAM



CLASS DIAGRAM



SOURCE CODE:

Customer

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

```
// Constructors/Destructors
```

```
//
```



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

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

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
Insurance
```

```
#include "insurance.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
insurance::~insurance () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void insurance::initAttributes () {
```

```
}
```

```
Registration
```

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

```
// Constructors/Destructors
```

```
//
```

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

```
initAttributes();
```

```
}
```

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

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void registration::initAttributes () {
```

```
}
```

```
Vehicle
```

```
#include "vehicle.h"
```

```
// Constructors/Destructors
```

```
//
```

```
vehicle::vehicle () {
```

```
initAttributes();
```

```
}
```

```
vehicle::~~vehicle () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
Vehicle type
```

```
#include "vehicle_type.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
vehicle_type::~~vehicle_type () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

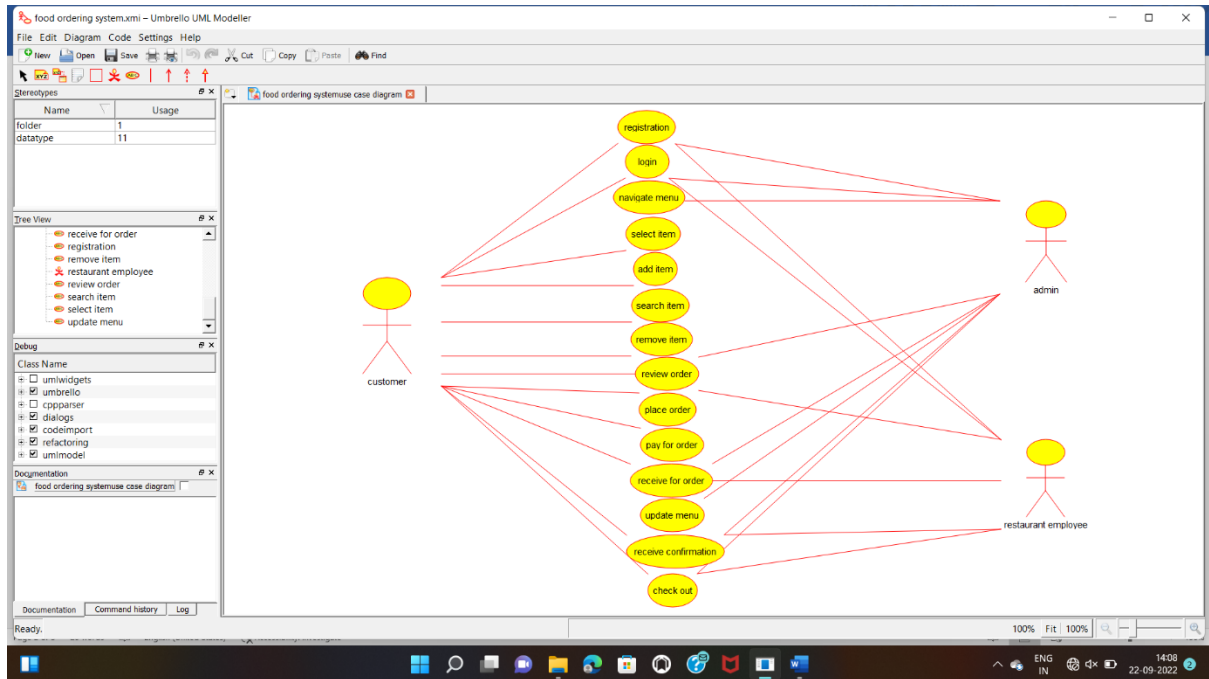
```
//
```

```
void vehicle_type::initAttributes () {
```

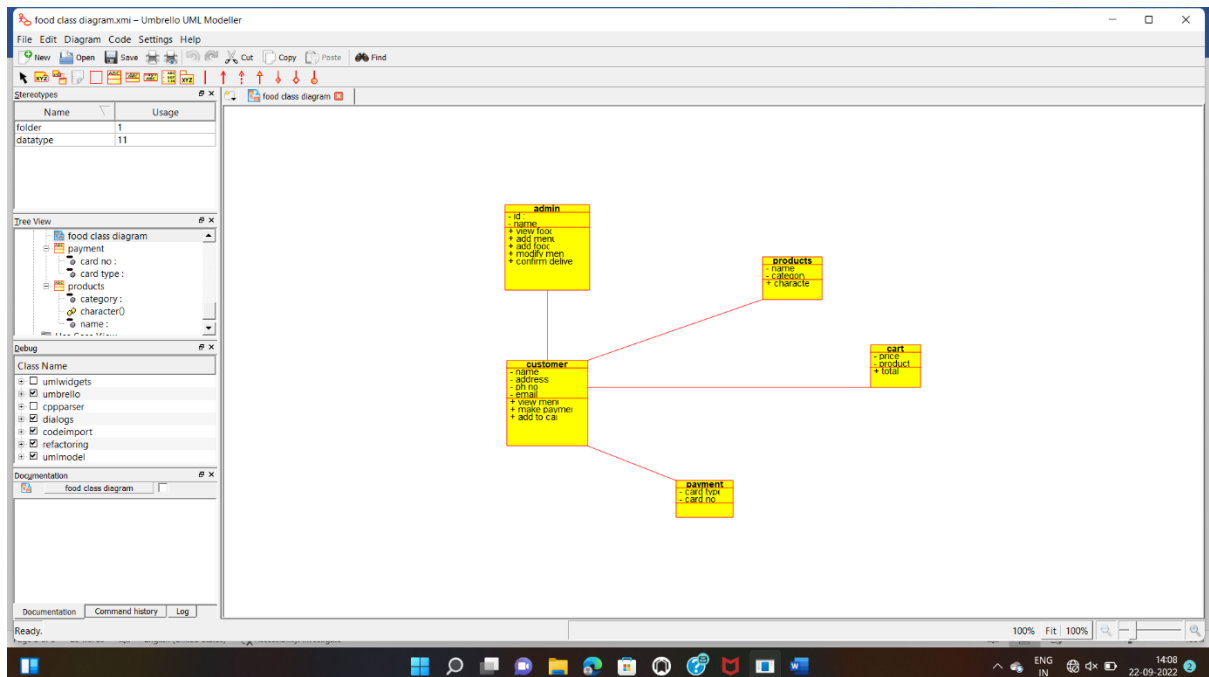
}

18) Food ordering 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 () {
```

```
}
```

```
Cart
```

```
#include "cart.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
cart::~~cart () { }
```

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

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

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

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

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

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

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

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

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
}
```

```
Payment
```

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

```
// Constructors/Destructors
```

```
//
```

```
payment::payment () {
```

```
initAttributes();
```

```
}
```

```
payment::~~payment () { }
```

```
//
```

```
// Methods
```

```
//
```



```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void payment::initAttributes () {
```

```
}
```

```
Product
```

```
#include "products.h"
```

```
// Constructors/Destructors
```

```
//
```

```
products::products () {
```

```
initAttributes();
```

```
}
```

```
products::~~products () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

// Other methods

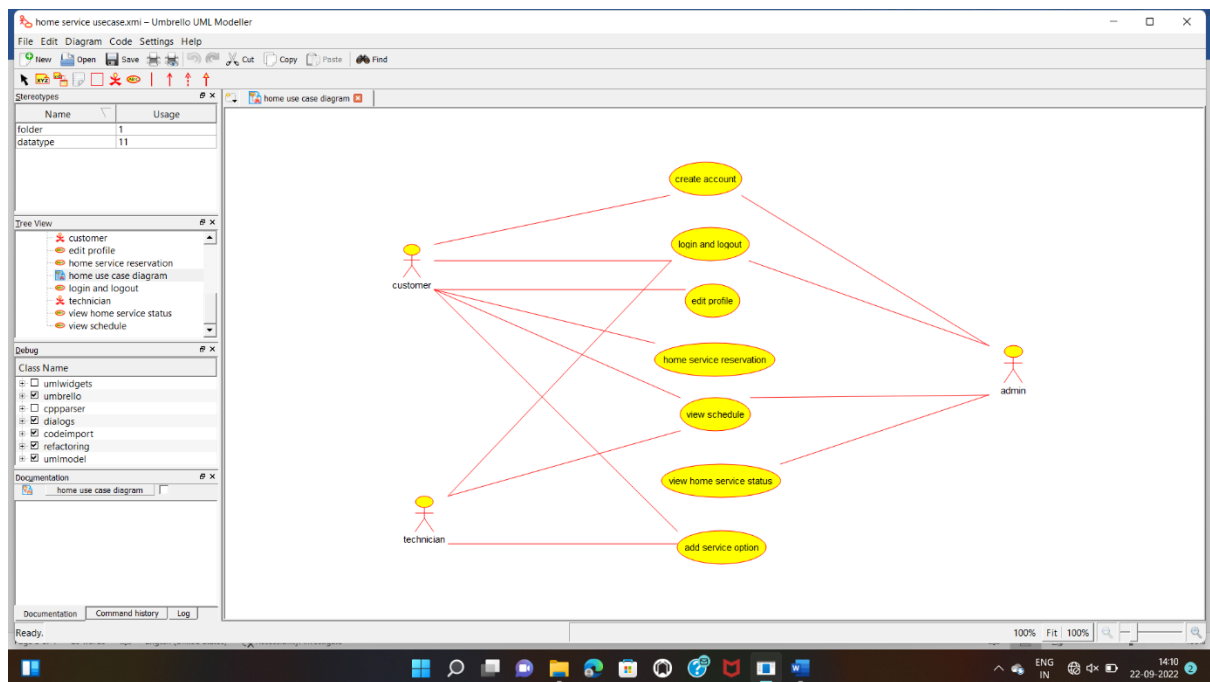
//

```
void products::initAttributes () {
```

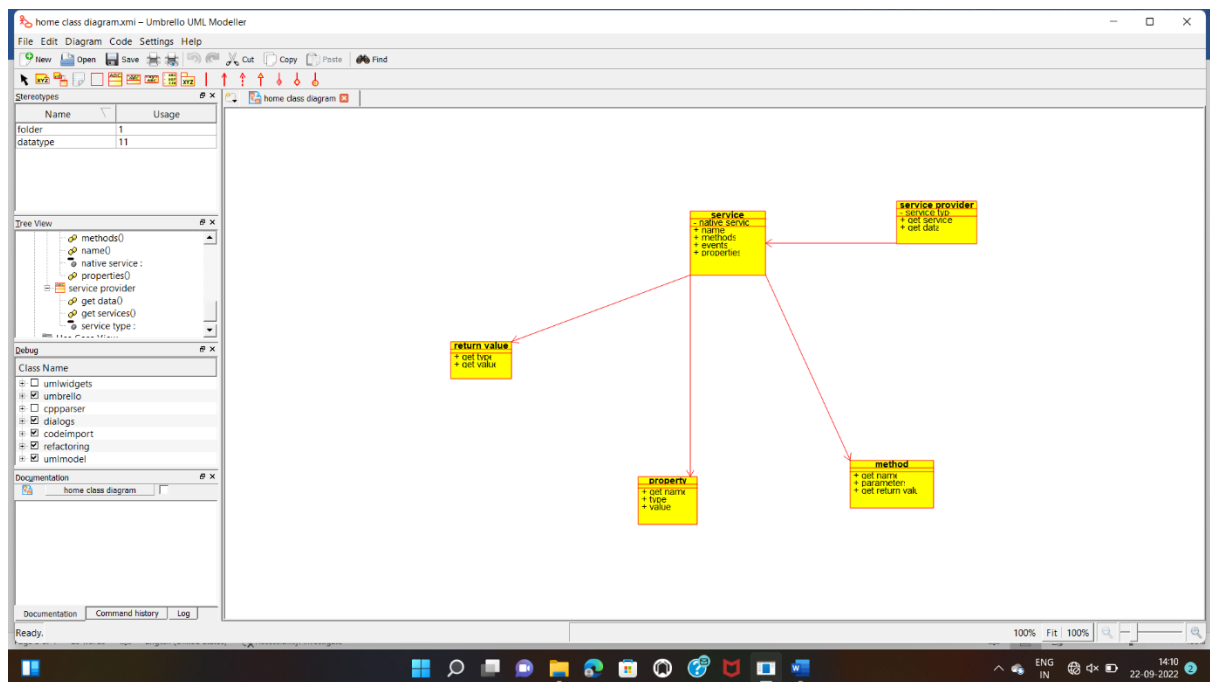
```
}
```

19)Home services system

USECASE DIAGRAM



CLASS DIAGRAM



SOURCE CODE:

Method

```
#include "method.h"
```

```
// Constructors/Destructors
```

```
//
```

```
method::method () {
```

```
}
```

```
method::~~method () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
Property
```

```
#include "property.h"
```

```
// Constructors/Destructors
```

```
//
```

```
property::property () {  
}
```

```
property::~~property () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
Return value
```

```
#include "return_value.h"
```

```
// Constructors/Destructors
```

```
//
```

```
return_value::return_value () {  
}
```

```
return_value::~~return_value () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
#include "service.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
service::~~service () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void service::initAttributes () {
```

```
}
```

```
Service provider
```

```
#include "service_provider.h"
```

```
// Constructors/Destructors
```

```
//
```

```
service_provider::service_provider () {
```

```
initAttributes();
```

```
}
```

```
service_provider::~~service_provider () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

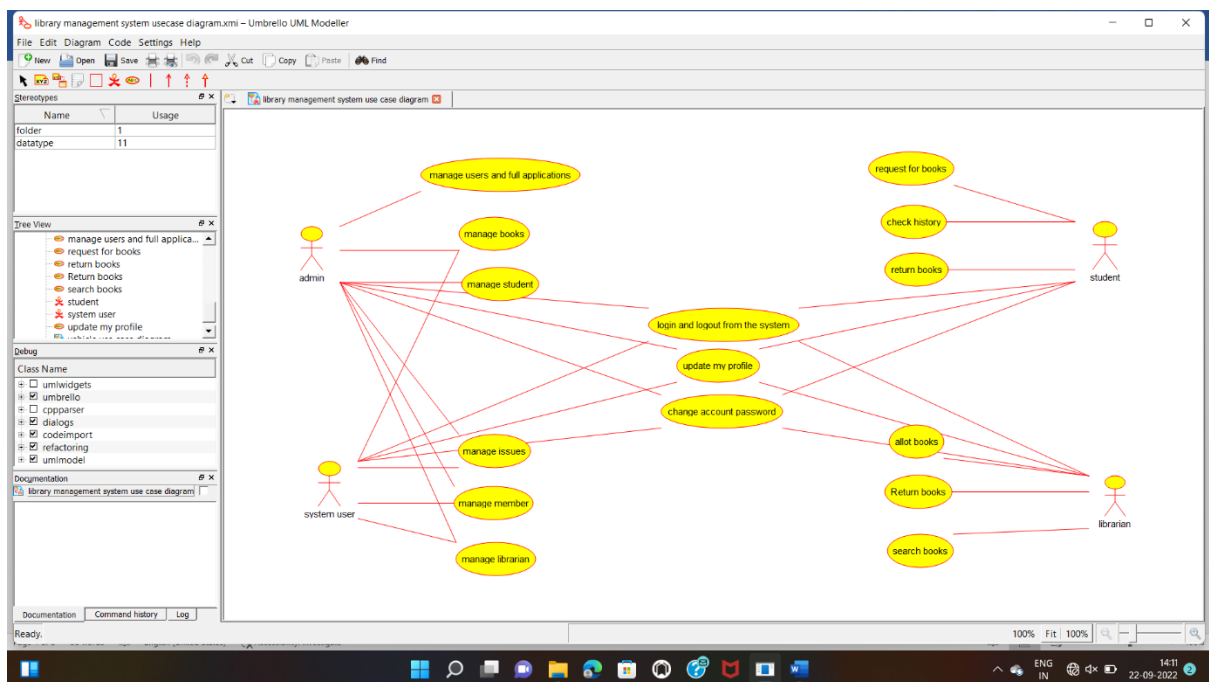
// Other methods

//

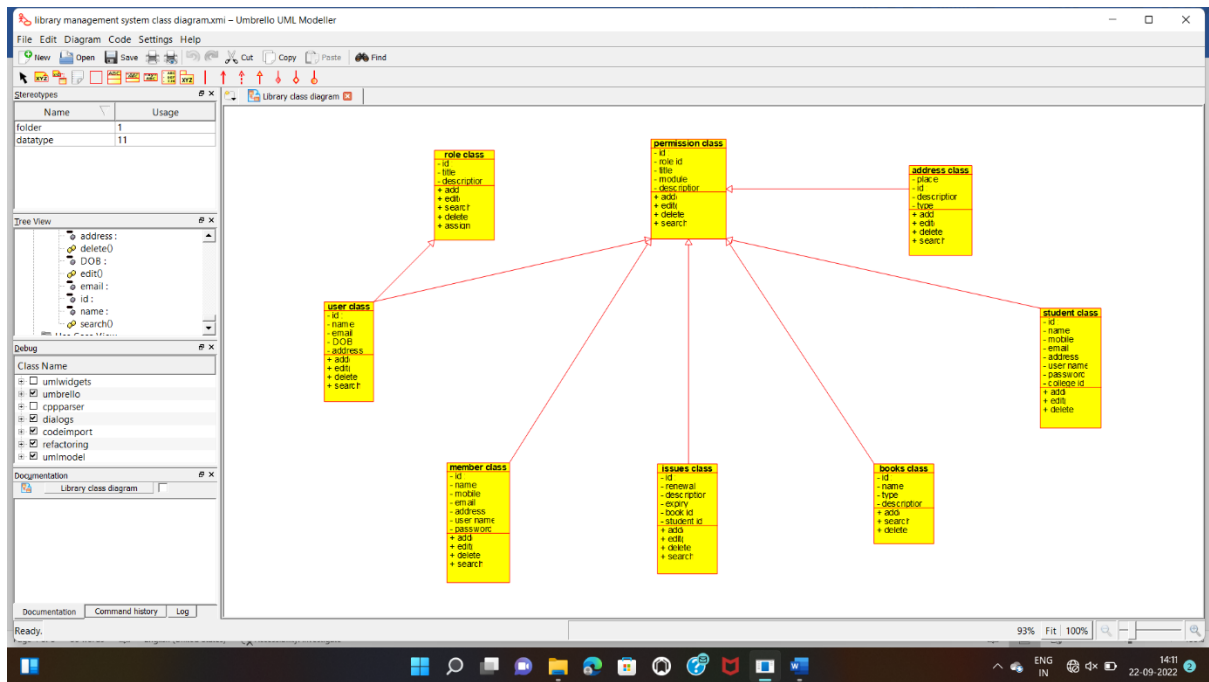
```
void service_provider::initAttributes () {  
  
}
```

20)Library management system

USECASE DIAGRAM



CLASS DIAGRAM



SOURCE CODE:

Address class

```
#include "address_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
address_class::address_class () {
```

```
initAttributes();
```

```
}
```

```
address_class::~address_class () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```



```
//
```

```
// Other methods
```

```
//
```

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

Book class

```
#include "books_class.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
books_class::~~books_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

Issues class

```
#include "issues_class.h"
```

```
// Constructors/Destructors
```

```
//
```

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

```
issues_class::~~issues_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

Member class

```
#include "member_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
member_class::member_class () {
```

```
initAttributes();
```

```
}
```

```
member_class::~~member_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void member_class::initAttributes () {
```

```
}
```

```
Permission class
```

```
include "permission_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
permission_class::permission_class () {  
    initAttributes();  
}  
  
permission_class::~~permission_class () {}  
  
//  
// Methods  
//  
  
// Accessor methods  
//  
  
// Other methods  
//  
  
void permission_class::initAttributes () {  
}  
  
Role class  
#include "role_class.h"  
  
// Constructors/Destructors  
//  
  
role_class::role_class () {  
    initAttributes();  
}  
  
role_class::~~role_class () {}
```

```
//  
// Methods  
//  
  
// Accessor methods  
//  
  
// Other methods  
//  
  
void role_class::initAttributes () {  
}  
Student class  
#include "student_class.h"  
  
// Constructors/Destructors  
//  
  
student_class::student_class () {  
    initAttributes();  
}  
  
student_class::~~student_class () {}  
  
//  
// Methods  
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void student_class::initAttributes () {
```

```
}
```

```
User class
```

```
#include "user_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
user_class::user_class () {
```

```
initAttributes();
```

```
}
```

```
user_class::~~user_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void user_class::initAttributes () {
```

```
}
```