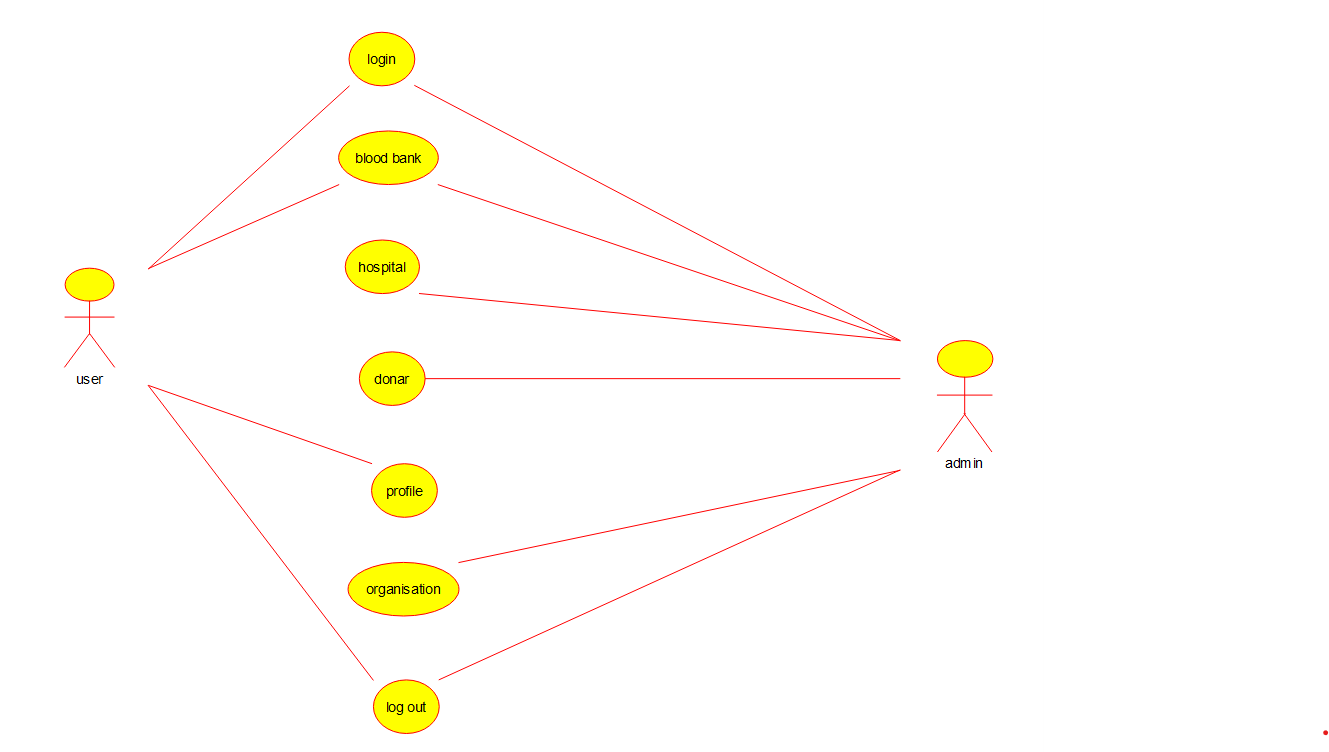
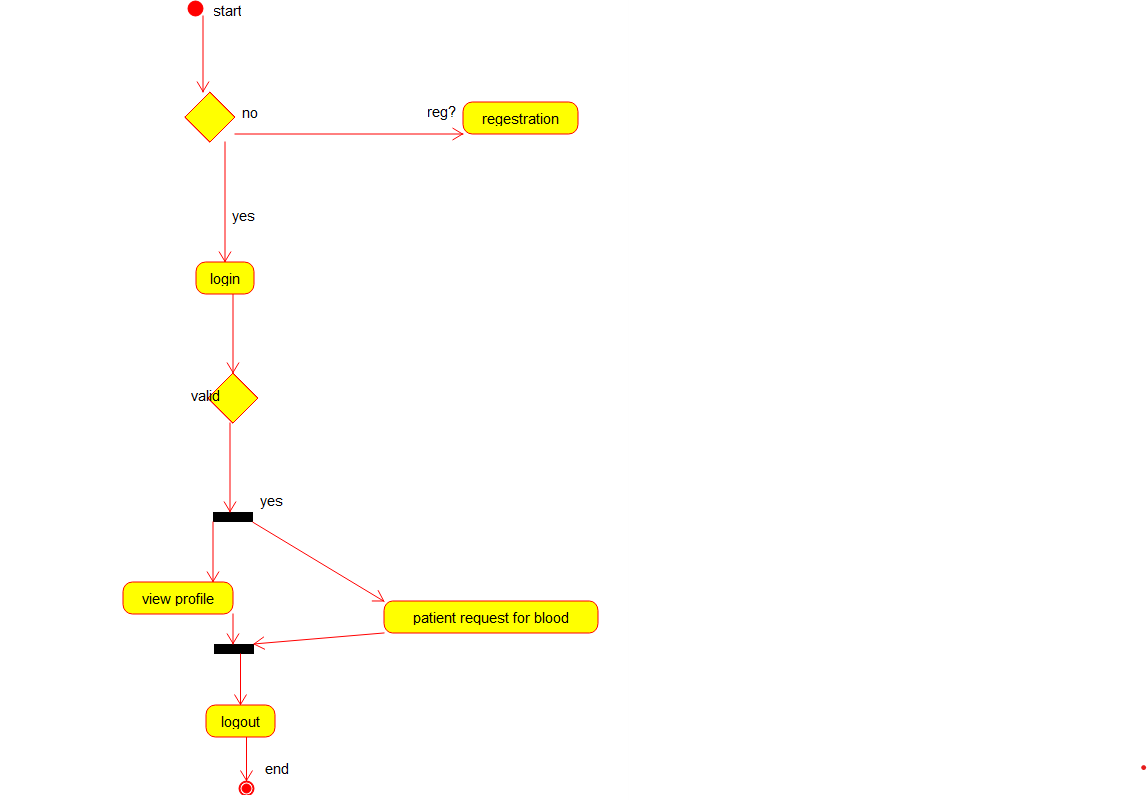
**BLOOD BANK**

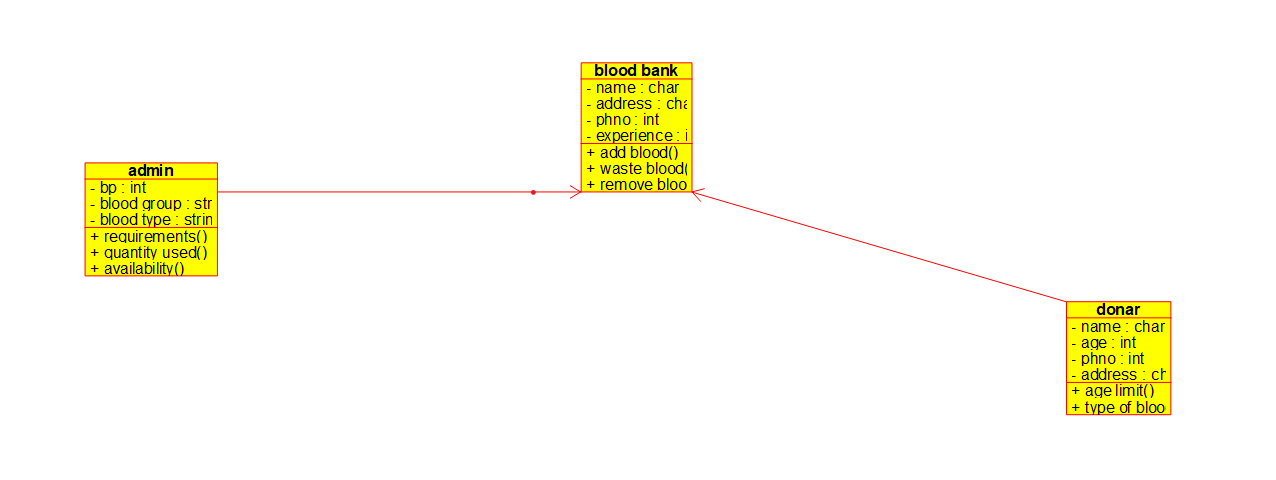
Use case diagram:



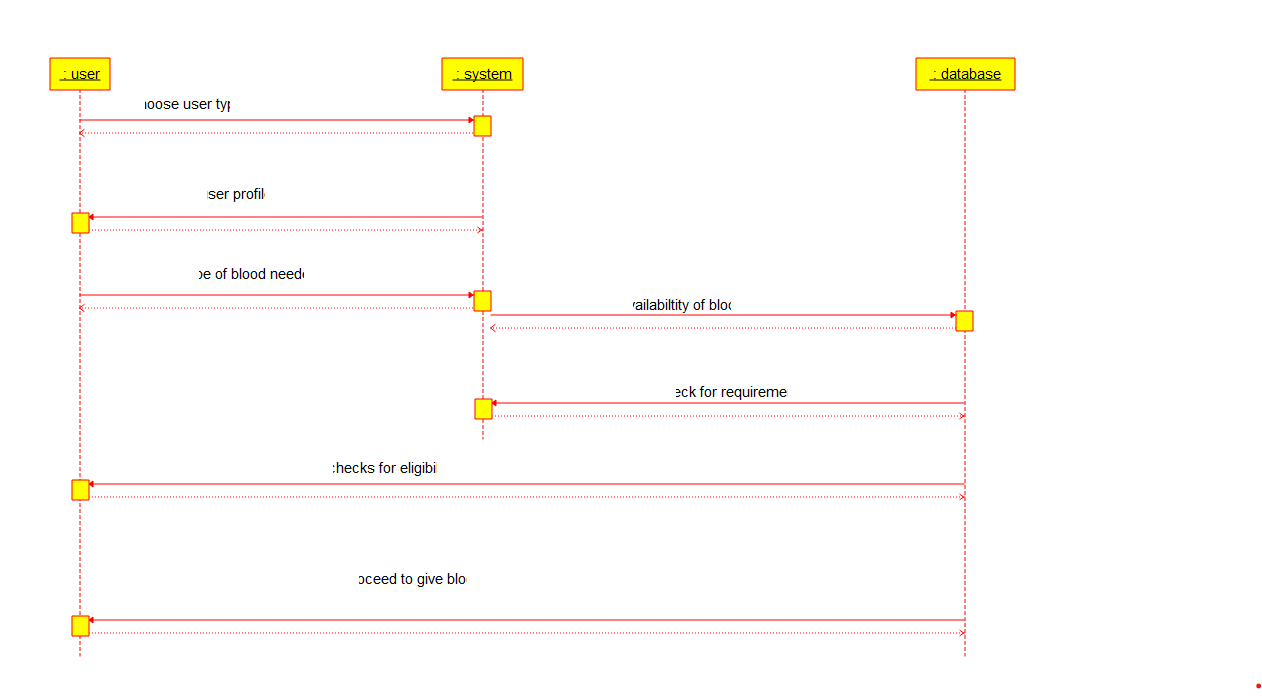
Activity diagram:



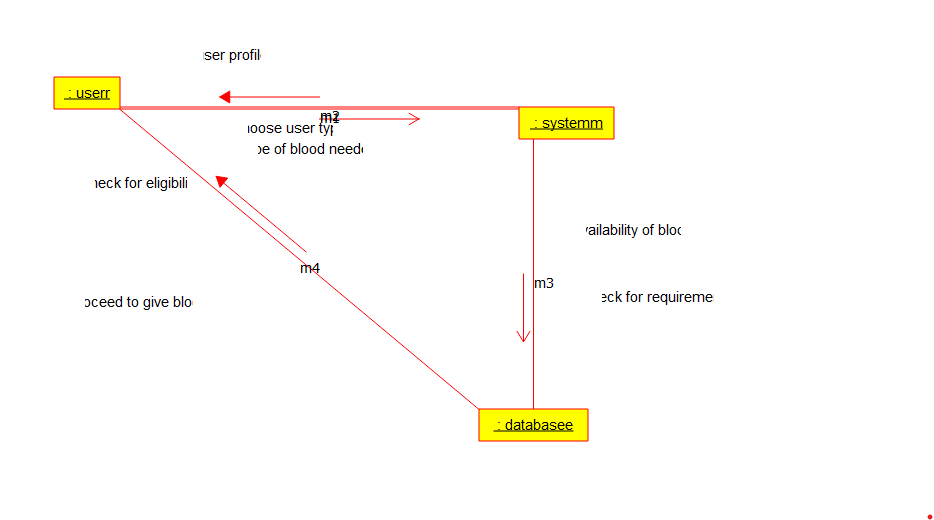
Object diagram:

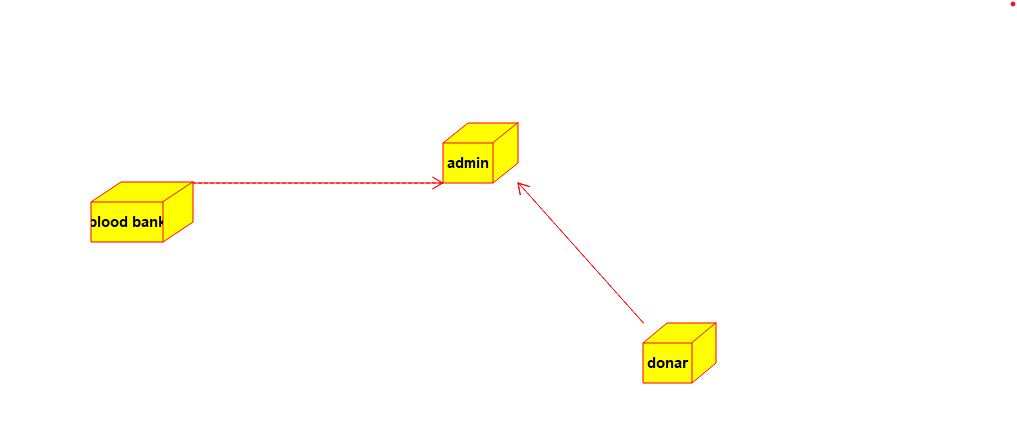


Sequence diagram:

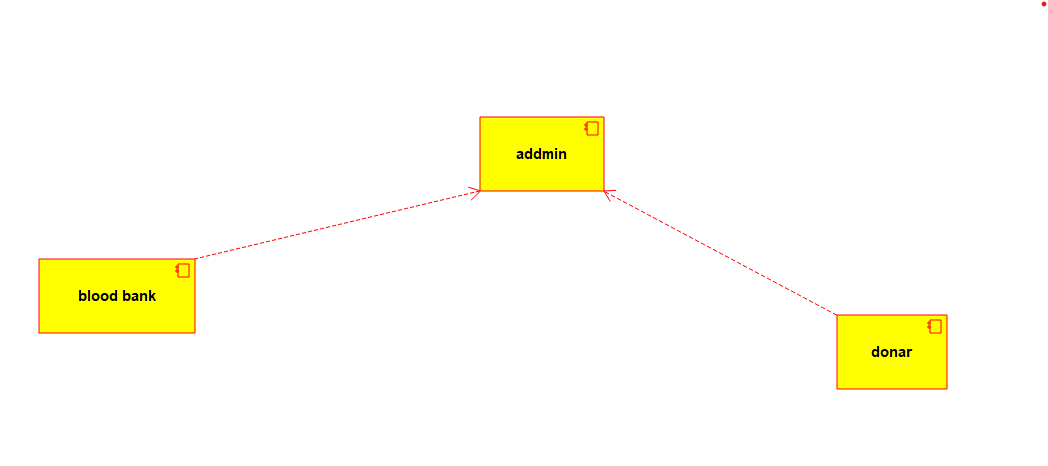


Collaboration diagram:



Deployment diagram:

Component diagram:



Program:

Donar:

/\*\*

\* Class admin

\*/

public class admin {

//

// Fields

//

private int bp;

private String blood\_group;

private String blood\_type;

//

// Constructors

//

public admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of bp

\* @param newVar the new value of bp

\*/

private void setBp (int newVar) {

bp = newVar;

}

/\*\*

\* Get the value of bp

\* @return the value of bp

\*/

private int getBp () {

return bp;

}

/\*\*

\* Set the value of blood\_group

\* @param newVar the new value of blood\_group

\*/

private void setBlood\_group (String newVar) {

blood\_group = newVar;

}

/\*\*

\* Get the value of blood\_group

\* @return the value of blood\_group

\*/

private String getBlood\_group () {

return blood\_group;

}

/\*\*

\* Set the value of blood\_type

\* @param newVar the new value of blood\_type

\*/

private void setBlood\_type (String newVar) {

blood\_type = newVar;

}

/\*\*

\* Get the value of blood\_type

\* @return the value of blood\_type

\*/

private String getBlood\_type () {

return blood\_type;

}

//

// Other methods

//

/\*\*

\*/

public void requirements()

{

}

/\*\*

\*/

public void quantity\_used()

{

}

/\*\*

\*/

public void availability()

{

}

}

/\*\*

\* Class donar

\*/

public class donar {

//

// Fields

//

private char name;

private int age;

private int phno;

private char address;

//

// Constructors

//

public donar () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

private void setName (char newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

private char getName () {

return name;

}

/\*\*

\* Set the value of age

\* @param newVar the new value of age

\*/

private void setAge (int newVar) {

age = newVar;

}

/\*\*

\* Get the value of age

\* @return the value of age

\*/

private int getAge () {

return age;

}

/\*\*

\* Set the value of phno

\* @param newVar the new value of phno

\*/

private void setPhno (int newVar) {

phno = newVar;

}

/\*\*

\* Get the value of phno

\* @return the value of phno

\*/

private int getPhno () {

return phno;

}

/\*\*

\* Set the value of address

\* @param newVar the new value of address

\*/

private void setAddress (char newVar) {

address = newVar;

}

/\*\*

\* Get the value of address

\* @return the value of address

\*/

private char getAddress () {

return address;

}

//

// Other methods

//

/\*\*

\*/

public void age\_limit()

{

}

/\*\*

\*/

public void type\_of\_blood()

{

}

}

Blood bank:

/\*\*

\* Class admin

\*/

public class admin {

//

// Fields

//

private int bp;

private String blood\_group;

private String blood\_type;

//

// Constructors

//

public admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of bp

\* @param newVar the new value of bp

\*/

private void setBp (int newVar) {

bp = newVar;

}

/\*\*

\* Get the value of bp

\* @return the value of bp

\*/

private int getBp () {

return bp;

}

/\*\*

\* Set the value of blood\_group

\* @param newVar the new value of blood\_group

\*/

private void setBlood\_group (String newVar) {

blood\_group = newVar;

}

/\*\*

\* Get the value of blood\_group

\* @return the value of blood\_group

\*/

private String getBlood\_group () {

return blood\_group;

}

/\*\*

\* Set the value of blood\_type

\* @param newVar the new value of blood\_type

\*/

private void setBlood\_type (String newVar) {

blood\_type = newVar;

}

/\*\*

\* Get the value of blood\_type

\* @return the value of blood\_type

\*/

private String getBlood\_type () {

return blood\_type;

}

//

// Other methods

//

/\*\*

\*/

public void requirements()

{

}

/\*\*

\*/

public void quantity\_used()

{

}

/\*\*

\*/

public void availability()

{

}

}

/\*\*

\* Class blood\_bank

\*/

public class blood\_bank {

//

// Fields

//

private char name;

private char address;

private int phno;

private int experience;

//

// Constructors

//

public blood\_bank () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

private void setName (char newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

private char getName () {

return name;

}

/\*\*

\* Set the value of address

\* @param newVar the new value of address

\*/

private void setAddress (char newVar) {

address = newVar;

}

/\*\*

\* Get the value of address

\* @return the value of address

\*/

private char getAddress () {

return address;

}

/\*\*

\* Set the value of phno

\* @param newVar the new value of phno

\*/

private void setPhno (int newVar) {

phno = newVar;

}

/\*\*

\* Get the value of phno

\* @return the value of phno

\*/

private int getPhno () {

return phno;

}

/\*\*

\* Set the value of experience

\* @param newVar the new value of experience

\*/

private void setExperience (int newVar) {

experience = newVar;

}

/\*\*

\* Get the value of experience

\* @return the value of experience

\*/

private int getExperience () {

return experience;

}

//

// Other methods

//

/\*\*

\*/

public void add\_blood()

{

}

/\*\*

\*/

public void waste\_blood()

{

}

/\*\*

\*/

public void remove\_blood()

{

}

}