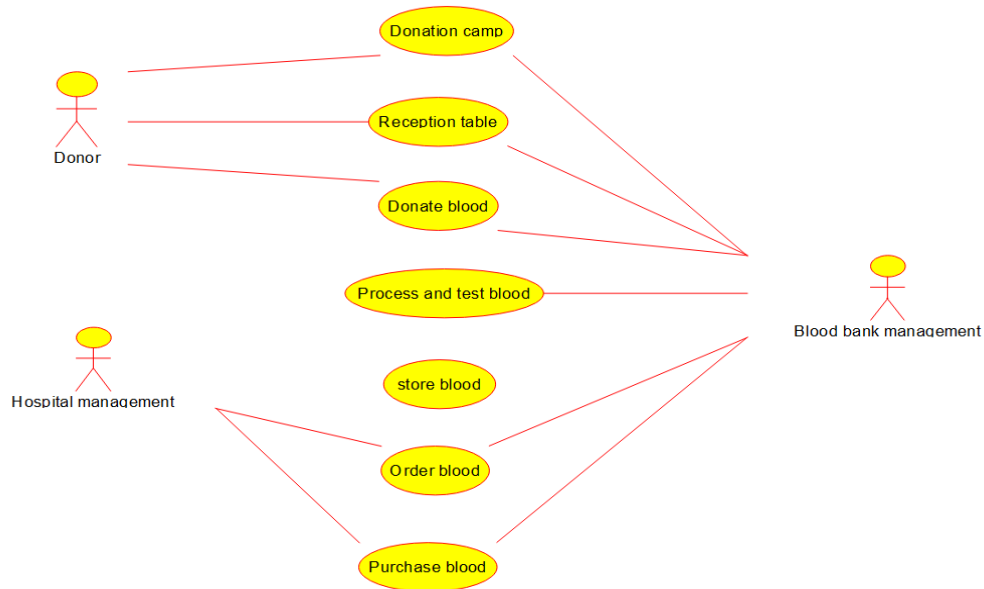


BLOOD BANK MANAGEMENT

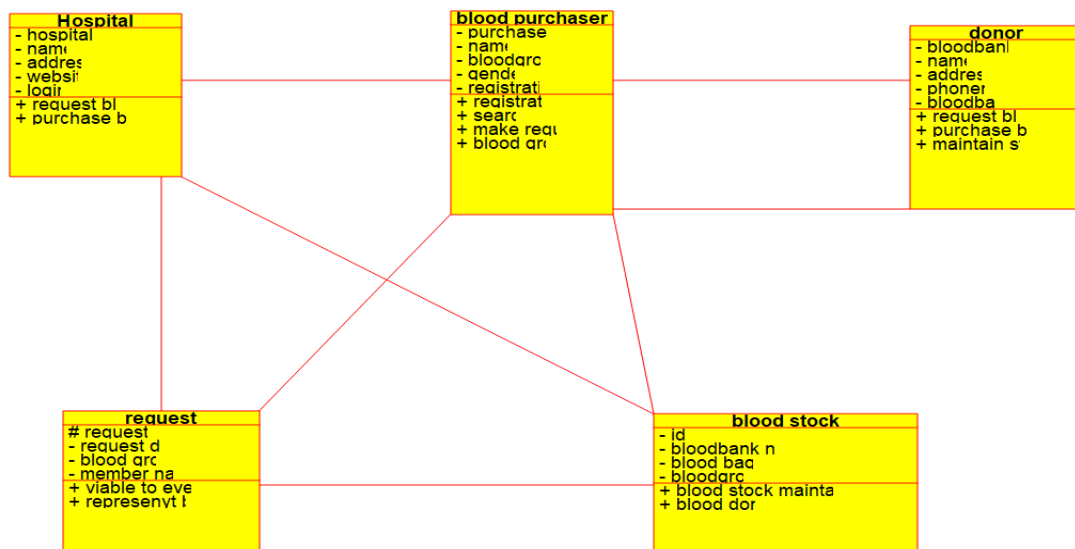
HARINI A

192011344

Use-case diagram:



Class diagram:



Code generation:

C++:

```
#include "blood_purchaser.h"

// Constructors/Destructors

//

blood_purchaser::blood_purchaser () {
initAttributes();
}

blood_purchaser::~blood_purchaser () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void blood_purchaser::initAttributes () {
}

#include "blood_stock.h"

// Constructors/Destructors

//

blood_stock::blood_stock () {
initAttributes();
}

blood_stock::~blood_stock () { }

//

// Methods

//

// Accessor methods

//
```

```
// Other methods
//
void blood_stock::initAttributes () {
}
#include "donor.h"
// Constructors/Destructors
//
donor::donor () {
initAttributes();
}
donor::~donor () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void donor::initAttributes () {
}
#include "Hospital.h"
// Constructors/Destructors
//
Hospital::Hospital () {
initAttributes();
}
Hospital::~Hospital () { }
//
// Methods
//
```

```
// Accessor methods

//

// Other methods

//

void Hospital::initAttributes () {

}

#include "request.h"

// Constructors/Destructors

//

request::request () {

initAttributes();

}

request::~~request () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void request::initAttributes () {

}
```