

# **BSc (Hons) in Information Technology**

# **Object Oriented Concepts – IT1050**

## **Assignment 2**

Year 1, Semester 2

2023 - February



Topic : Online Vaccination Portal

Group No : MLB\_11.01\_06

Campus : Malabe

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We declare that this is our own work, and this Assignment does not incorporate without acknowledgment any material previously submitted bn anyone else in SLIIT or any other university/Institute. And we declare that each of us equally contributed to completing this Assignment.

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## **Requirements for the system**

- Guests can view general information about the vaccination program, such as eligibility criteria, available vaccines, and vaccination center.
- Guest can register as a new user.
- Guest can view Feedback.
- Registered users can manage their own accounts.
- Patients can buy, order, or add vaccines to the cart.
- Patients can give feedback about the vaccines.
- Patients can update & delete their own accounts,
- Supplier can manage vaccine inventory.
- Supplier can manage their own accounts.
- Doctor can view booking details.
- Doctor can manage their own details.
- Staff can manage user accounts.
- Staff can manage Vaccine details.
- Staff can manage Supplier details.
- Staff can manage order details.
- Staff can view booking details.
- Staff can manage feedbacks.
- Staff can manage their own details.
- Staff can manage all the system details and manage the system with the according to the requirements.

# **Identified Classes**

- Guest
- Registered User
- Patient
- Doctor
- Supplier
- Staff
- Vaccines
- Orders
- Bookings
- Feedbacks
- Payment

# **CRC Card**

Class name: Feedback		
Responsibilities:	Collaborations:	
Provide feedback		
Display feedback		

Class nar	ne: Registered user
Responsibilities:	Collaborations:
Store registration details	

Class name: Patient		
Responsibilities:	Collaborations:	
Log in	Registered User	
Give feedback		
View vaccine		
Make order	Vaccine	
Make booking		
Store patient details		
Display patient details		

Class name: Order	
Responsibilities:	Collaborations:
Store order details	Vaccine, Patient
Display orders	
Class name: Staff	
Responsibilities:	Collaborations:
Manage accounts	Registered User
Manage vaccines (add, remove, update)	Vaccine, Supplier
Handle feedback	Feedback
Manage orders	Order
Display staff details	

Class name: Doctor		
Responsibilities:	Collaborations:	
Log in	Staff	
Approve booking	Booking	
Store doctor id		
Display doctor details		

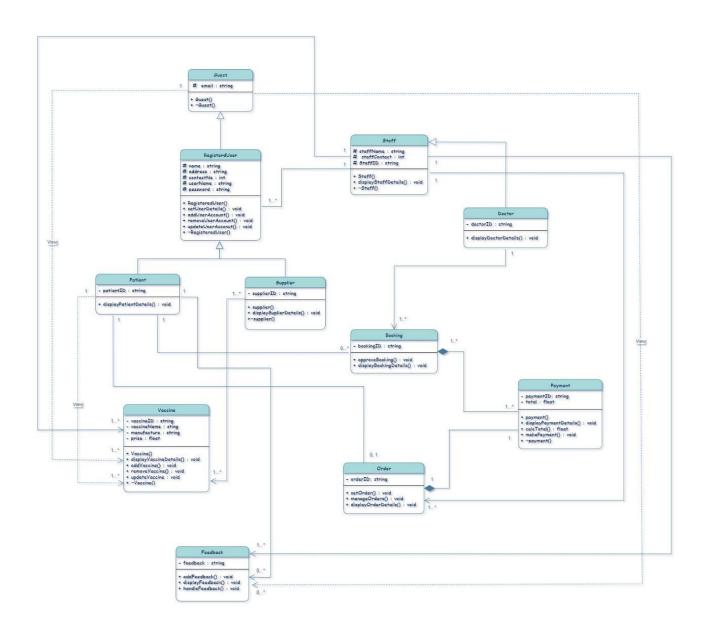
Class name: Booking		
Responsibilities:	Collaborations:	
Store booking details	Staff	
Display booking details	Booking	

Class name: Supplier		
Responsibilities:	Collaborations:	
Log in	Registered user	
Provide vaccines		
Display supplier details		
Display provides vaccines		

Class name: Vaccine	
Responsibilities:	Collaborations:
Store vaccine details	
Display vaccine details(vaccine name, price, manufacture)	

Class name: Payment		
Responsibilities:	Collaborations:	
Make payment	Order, Booking	
Calculate total bill amount	Vaccine	
Display payment details (Total bill, vaccine item, patient details)	Patient, Vaccine, Order, Booking	

# **UML Diagram**



# **Coding**

#### Guest.h

```
// IT22577306 - H I H P MASINGHE
#include<iostream>
#include<iomanip>
using namespace std;
class Guest {
protected:
    string email;
public:
    Guest(string gEmail);
    ~Guest();
};
Guest.cpp
#include "Guest.h"
Guest::Guest(string gEmail) {
   email = gEmail;
}
Guest::~Guest()
{
}
```

## Registereduser.h

```
#include"Guest.h"
class RegisteredUser : public Guest {
protected:
    string name;
    string address;
    int contactNo;
    string userName;
    string password;
public:
    RegisteredUser(string rName, string rAddress, int rContactNo, string rUserName,
string rPassword, string rEmail):
    void addUserAccount(string rName, string rAddress, int rContactNo, string rEmail);
void removeUserAccount(string rName, string rAddress, int rContactNo, string
rUserName, string rPassword, string rEmail);
    void updateuserAccount(string rName, string rAddress, int rContactNo, string rEmail);
    ~RegisteredUser();
};
```

#### RegisteredUser.cpp

```
#include "RegisteredUser.h"
RegisteredUser::RegisteredUser(string rName, string rAddress, int rContactNo, string
rUserName, string rPassword, string rEmail) : Guest(rEmail) {
    name = rName;
    address = rAddress;
    contactNo = rContactNo;
    userName = rUserName;
    password = rPassword;
}
void RegisteredUser::addUserAccount(string rName, string rAddress, int rContactNo, string
rEmail) {
    name = rName;
    address = rAddress;
    contactNo = rContactNo;
}
void RegisteredUser::removeUserAccount(string rName, string rAddress, int rContactNo,
string rUserName, string rPassword, string rEmail) {
    name = rName;
    address = rAddress;
    contactNo = rContactNo;
    userName = rUserName;
    password = rPassword;
}
void RegisteredUser::updateuserAccount(string rName, string rAddress, int rContactNo,
string rEmail) {
    name = rName;
    address = rAddress;
    contactNo = rContactNo;
}
RegisteredUser::~RegisteredUser()
{
}
```

```
Patient.h
// IT22577306 - H I H P MASINGHE
#include"RegisteredUser.h"
class Patient : public RegisteredUser {
private:
       string patientID;
public:
Patient(string pID, string pName, string pAddress, int pContactNo, string pUserName, string pPassword, string pEmail): RegisteredUser(pName, pAddress, pContactNo,
pUserName, pPassword), Guest(pEmail);
       void displayPatientDetails();
       ~Patient();
};
Patient.cpp
#include "Patient.h"
Patient::Patient(string pID, string pName, string pAddress, int pContactNo, string
pUserName, string pPassword, string pEmail)
    : RegisteredUser(pName, pAddress, pContactNo, pUserName, pPassword, pEmail),
Guest(pEmail)
{
    patientID = pID;
}
void Patient::displayPatientDetails()
{
    cout << "Patient ID: " << patientID << endl;</pre>
    cout << "Name: " << name << endl;</pre>
    cout << "Address: " << address << endl;</pre>
    cout << "Contact No: " << contactNo << endl;</pre>
    cout << "Username: " << userName << endl;</pre>
    cout << "Password: " << password << endl;</pre>
    cout << "Email: " << email << endl;</pre>
}
Patient::~Patient(){}
```

```
Doctor.h
```

```
#include"Staff.h"
class Doctor : public Staff {
private:
      string doctorID;
public:
      Doctor(string dName, int dCon, string dID) : Staff(dName, dCon);
      ~Doctor();
};
Doctor.cpp
#include "Doctor.h"
Doctor::Doctor(string dName, int dCon, string dID) : Staff(dName, dCon, dID) {
    doctorID = dID;
}
Doctor::~Doctor()
{
}
```

#### Supplier.h

```
#include"RegisteredUser.h"
class Supplier : public RegisteredUser {
private:
       string supplierID;
public:
Supplier(string sID, string sName, string sAddress, int sContactNo, string sUserName, string sPassword, string sEmail): RegisteredUser(sName, sAddress, sContactNo,
sUserName, sPassword), Guest(sEmail);
       void displayPatientDetails();
       ~Supplier();
};
Supplier.cpp
#include "Supplier.h"
Supplier::Supplier(string sID, string sName, string sAddress, int sContactNo, string
sUserName, string sPassword, string sEmail)
{
       supplierID = sID;
}
void Supplier::displayPatientDetails()
{
    cout << "Supplier ID: " << supplierID << endl;</pre>
    cout << "Name: " << name << endl;</pre>
    cout << "Address: " << address << endl;</pre>
    cout << "Contact No: " << contactNo << endl;</pre>
    cout << "Username: " << userName << endl;</pre>
    cout << "Password: " << password << endl;</pre>
    cout << "Email: " << email << endl;</pre>
}
Supplier::~Supplier(){}
```

## Booking.h

```
#include<iostream>
#include<iomanip>
using namespace std;
class Booking
{
      string bookingID;
public:
      void approveBooking();
      void displayBookingDetails();
};
Bokking.cpp
#include "Booking.h"
void Booking::approveBooking()
{
      cout << "Booking approved!" << endl;</pre>
}
void Booking::displayBookingDetails()
{
      cout << "Booking ID: " << bookingID << endl;</pre>
}
```

```
Feedback.h
```

```
// IT22577306 - H I H P MASINGHE
#include<iostream>
#include<iomanip>
using namespace std;
class Feedback {
private:
      string feedback;
public:
      void addFeedback(string fed);
      void displayFeedback();
      void handleFeedback();
};
Feedback.cpp
#include "Feedback.h"
void Feedback::addFeedback(string fed)
{
      feedback = fed;
}
void Feedback::displayFeedback()
{
      cout << "Feedback: " << feedback << endl;</pre>
}
void Feedback::handleFeedback()
{
}
```

#### Staff.h

```
#include<iostream>
#include<iomanip>
using namespace std;
class Staff {
protected:
      string staffName;
      int staffContact;
      string staffID;
public:
      Staff(string sName, int sCon, string sID);
      void dispalystaffDetails();
      ~Staff();
};
Staff.cpp
#include "Staff.h"
Staff::Staff(string sName, int sCon, string sID) {
      staffName = sName;
      staffContact = sCon;
      staffID = sID;
}
void Staff::dispalystaffDetails() {
      cout << "Staff Name: " << staffName << endl;</pre>
      cout << "Contact: " << staffContact << endl;</pre>
      cout << "Staff ID: " << staffID << endl;</pre>
}
Staff::~Staff() {
}
```

#### Vaccine.h

```
#include<iostream>
#include<iomanip>
using namespace std;
class Vaccine
{
private:
      string vaccineID;
      string vaccineName;
      string manufacture;
      float price;
public:
      Vaccine(string vID, string vName, string vManu, float vPrice);
      void displayVaccineDetails();
      void addVaccine(string vID, string vName, string vManu, float vPrice);
      void removeVaccine();
      void updateVaccine(string vID, string vName, string vManu, float vPrice);
      ~Vaccine();
};
```

#### Vaccine.cpp

```
#include "Vaccine.h"
Vaccine::Vaccine(string vID, string vName, string vManu, float vPrice)
{
      vaccineID = vID;
      vaccineName = vName;
      manufacture = vManu;
       price = vPrice;
}
void Vaccine::displayVaccineDetails()
{
    cout << "Vaccine ID: " << vaccineID << endl;</pre>
    cout << "Vaccine Name: " << vaccineName << endl;</pre>
    cout << "Manufacturer: " << manufacture << endl;</pre>
    cout << "Price: " << price << endl;</pre>
}
void Vaccine::addVaccine(string vID, string vName, string vManu, float vPrice)
{
    vaccineID = vID;
    vaccineName = vName;
    manufacture = vManu;
    price = vPrice;
    cout << "Vaccine added successfully!" << endl;</pre>
}
void Vaccine::removeVaccine()
{
    vaccineID = "";
    vaccineName = "";
    manufacture = "";
    price = 0.0;
    cout << "Vaccine removed successfully!" << endl;</pre>
}
```

```
void Vaccine::updateVaccine(string vID, string vName, string vManu, float vPrice)
{
    vaccineID = vID;
    vaccineName = vName;
    manufacture = vManu;
    price = vPrice;
    cout << "Vaccine updated successfully!" << endl;
}

Vaccine::~Vaccine()
{
}</pre>
```

#### Order.h

```
#include<iostream>
#include<iomanip>
using namespace std;

class Order {
private:
    string orderID;

public:
    void setOrder(string oID);
    void manageOrders();
    void displayOrderDetails();
};
```

#### Order.cpp

**}**;

```
#include "Order.h"
void Order::setOrder(string oID)
{
      orderID = oID;
}
void Order::manageOrders()
{
      cout << "Orders managed successfully!" << endl;</pre>
}
void Order::displayOrderDetails()
{
}
Payment.h
#include<iostream>
#include<iomanip>
using namespace std;
class Payment
{
private:
      string paymentID;
      float total;
public:
      Payment();
      Payment(float pID);
      void displayPaymentDetails();
      void makePayment();
      float calcTotal();
      ~Payment();
```

## Payment.cpp

```
#include "Payment.h"
Payment::Payment()
{
      total = 0;
}
Payment::Payment(float pID)
{
      paymentID = pID;
}
void Payment::displayPaymentDetails()
{
      cout << "Payment ID: " << paymentID << endl;</pre>
      cout << "Total Amount: " << total << endl;</pre>
}
void Payment::makePayment()
{
      cout << "Payment processed successfully!" << endl;</pre>
}
float Payment::calcTotal()
{
      return 0.0f;
}
Payment::~Payment(){
}
```

## Main.cpp

```
#include"Guest.h"
#include"Feedback.h"
#include"RegisteredUser.h"
#include"Patient.h"
#include"Order.h"
#include"Staff.h"
#include"Doctor.h"
#include"Booking.h"
#include"Supplier.h"
#include"Vaccine.h"
#include"Payment.h"
#include<iostream>
using namespace std;
int main()
{
    return 0;
}
```