IT 21197246:

//Declaration of Vacancy class (Vacancy.h)//

#pragma once

#include "Company.h"

class Vacancy

{

private:

char vacancyID[10];

char vacancyName[20];

char vacancyType[20];

char vacancyPublisher[20];

public:

Vacancy();

Vacancy(const char pvacancyID[], const char pvacancyName[], const char pvacanyType[], const char pvacancyPublisher);

void VacancyDetails();

void deleteVacancyDetails();

void updateVacancyDetails();

void displayVacancyDetails();

~Vacancy()

};

//Declaration of Staff class (Staff.h)

class Staff

{

private:

char staffID[10];

char staffName[20];

char staffEmail[20];

char staffNumber[10];

char username[20];

char password[20];

public:

Staff();

Staff(int pstaffID, const char pstaffName[], const char pstaffEmail[], const char pstaffNumber[], const char pstaffUsername[], const char pstaffPassword[];

void login();

void manage();

~Staff();

};

//Implementation of Vacancy Class (Vacancy.cpp)//

#include "Vacancy.h"

#include<cstring>

Vacancy::Vacancy(){

}

Vacancy::Vacancy(const char pvacancyID[], const char pvacancyName[], const char pvacancyType[], const char pvacancyPublisher[]) {

strcpy\_s(vacancyID, pvacancyID);

strcpy\_s(vacancyName, pvacancyName);

strcpy\_s(vacancyType, pvacancyType);

strcpy\_s(vacancyPublisher, pvacancyPublisher);

}

void Vacancy::VacancyDetails() {

}

void Vacancy::deleteVacancyDetails() {

}

void Vacancy ::updateVacancyDetails() {

}

void Vacancy::displayVacancyDetails() {

}

Vacancy::~Vacancy()

{

}

//Implementation of Staff Class (Staff.cpp)//

#include "Staff.h"

#include<cstring>

Staff::Staff() {

}

Staff::Staff(const char pstaffID, const char pstaffName, const char pstaffEmail, const char pstaffNumber, const char pusername, const char ppassword) {

}

void Staff::login() {

}

void Staff::manage() {

}

Staff::~Staff() {

}