

### Organizer.h

```
#include "RegisteredUser.h"
```

```
#include "BloodCamp.h"
```

```
#define SIZE 5
```

```
class Oraganizer : public RegisteredUser
```

```
{
```

```
private:
```

```
    char organizerID
```

```
public:
```

```
    Organizer();
```

```
    Organizer(const char userName[], const char userPwd[], char  
organizerID, const char name[], const char address[], const char email[],  
const char contact[]);
```

```
    void updateUserDetails;
```

```
    void login();
```

```
    void organizeBloodCamps();
```

```
    ~Organizer();
```

```
};
```

### Organizer.cpp

```
#include "Organizer.h"
```

```
Organizer::Organizer()
```

```
{
```

```
    organizerID = 0;
```

```
}
```

```
Organizer::Organizer(const char userName[], const char userPwd[],  
char organizerID, const char name[], const char address[], const char  
email[], const char contact[]):RegisteredCustomer(userName,userPwd,  
userid, name, address, email, telno)
```

```
void Organizer::updateUserDetails()
```

```
{
```

```
}
```

```
void Organizer::login()
```

```
{
```

```
}
```

```
void Organizer::organizeBloodCamps()
```

```
{
```

```
}
```

```
Organizer::~~Organizer()
```

```
{  
  
//Destructor  
  
}
```

### Report.h

```
#include "Donor.h"  
  
#include "BloodCamp.h"  
  
#include "Staff.h"  
  
#include "Organizer.h"  
  
#define SIZE1 5  
  
#define SIZE2 5  
  
#define SIZE3 5  
  
#define SIZE4 5  
  
class Report  
{  
  
private:  
  
char reportID;  
  
public:  
  
Report();
```

```
Report(BloodCamp*pBC[], Staff*pstaff, Organizer*pOR[], Donor*pDO);  
void donorReports();  
void bloodCampReports();  
void staffReports();  
void organizerReports();  
~Report();  
};
```

### Report.cpp

```
#include "Report.h"  
  
Report::Report()  
{  
    reportID =0;  
}  
  
Report::Report(BloodCamp*pBC[], Staff*pstaff, Organizer*pOR[],  
Donor*pDO)
```

```
void Report::donorReports()
```

```
{
```

```
}
```

```
void Report::bloodCampReports()
```

```
{
```

```
}
```

```
void Report::staffReports()
```

```
{
```

```
}
```

```
void Report::organizerReports()
```

```
{
```

```
}
```

```
Report::~~Report()
```

```
{
```

```
//Destructor
```

```
}
```