

BloodCamp.h

```
#include "Donor.h"
```

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

```
#include "Staff.h"
```

```
#define SIZE1 2
```

```
#define SIZE2 2
```

```
class BloodCamp
```

```
{
```

```
private:
```

```
char bloodCampID;
```

```
char bloodCampLocation[50];
```

```
char bloodCampDate[10];
```

```
char bloodCampTime[10];
```

```
char bloodCampVenue[20];
```

```
int count = 0;
```

```
Donor* donor;
```

```
Organizer* organizer;
```

```
Staff* staff;
```

```
public:
```

```
BloodCamp();
```

```
BloodCamp(Organizer* porganizer, Donor* pdonor, Staff* pstaff);  
  
void bloodCampDetails(char bcID, const char bcLocation, const char  
bcTime, const char bcDate, const char bcVenue , Organizer* porganizer  
, Donor* pdonor , Staff* pstaff);  
  
void BloodCampDetails();  
  
void deleteBloodCampDetails();  
  
void updateBloodCampDetails();  
  
void addBloodCampDetails();  
  
void displayBloodCampDetails();  
  
~BloodCamp();  
  
};
```

Bloodcamp.cpp

```
#include "BloodCamp.h"  
  
#define SIZE1 2  
  
#define SIZE2 2  
  
BloodCamp::BloodCamp()  
{
```

```
}
```

```
BloodCamp::BloodCamp(Organizer* porganizer, Donor* pdonor, Staff*  
pstaff)
```

```
{
```

```
donor = pdonor;
```

```
organizer = porganizer;
```

```
staff = pstaff;
```

```
}
```

```
void BloodCamp::bloodCampDetails(char bclD, const char bcLocation,  
const char bcTime, const char bcDate, const char bcVenue , Organizer*  
porganizer , Donor* pdonor , Staff* pstaff)
```

```
{
```

```
}
```

```
void BloodCamp::deleteBloodCampDetails()
```

```
{
```

```
}
```

```
void BloodCamp::updateBloodCampDetails()
```

```
{
```

```
}
```

```
void BloodCamp::displayBloodCampDetails()
```

```
{
```

```
}  
  
void BloodCamp::addBloodCampDetails()  
  
{  
  
}  
  
BloodCamp::~~BloodCamp()  
  
{  
  
//Destructor  
  
}
```

Staff.h

```
#include "BloodCamp.h"  
  
#include "Report.h"  
  
#define SIZE 5  
  
class Staff  
  
{  
  
private:  
  
char staffID;
```

```
char staffName[20];  
char staffEmail[20];  
char staffNumber[10];  
char staffUsername[20];  
char staffPassword[20];  
BloodCamp* BC[SIZE];  
public:  
Staff();  
Staff(char pstaffID, const char pstaffName[], const char  
pstaffEmail[], const char pstaffNumber[], const char  
pstaffUsername[], const char pstaffPassword[]);  
void login(const char stfUsername, const char stfPsword );  
void checkReport(Report* pRP);  
void manage(BloodCamp*pBC);  
~Staff();  
};
```

Staff.cpp

```
#include "Staff.h"
```

```
#include<cstring>
```

```
Staff::Staff()
```

```
{
```

```
    staffID = 0;
```

```
    strcpy(staffName, "");
```

```
    strcpy(staffEmail, "");
```

```
    strcpy(staffContact, "0000000000");
```

```
    strcpy(staffUsername, "");
```

```
    strcpy(staffPassword, "");
```

```
}
```

```
Staff::Staff(char pstaffID, const char pstaffName[], const char
```

```
pstaffEmail[], const char pstaffContact[], const char pstaffUsername[],  
const char pstaffPassword[])
```

```
{
```

```
    staffID = pstaffID;
```

```
    strcpy(staffName, pstaffName);
```

```
    strcpy(staffEmail, pstaffEmail);
```

```
    strcpy(staffContact, pstaffContact);
```

```
    strcpy(staffUsername, pstaffUsername);
```

```
strcpy(staffPassword, pstaffPassword);
```

```
}
```

```
void Staff::login(const char stfUsername, const char stfPsword)
```

```
{
```

```
}
```

```
void Staff::manage(BloodCamp* pBC)
```

```
{
```

```
}
```

```
void Staff::checkReport(Report*pRP)
```

```
{
```

```
}
```

```
Staff::~~Staff()
```

```
{
```

```
//Destructor
```

```
}
```