

Main.cpp

```
#include "Donor.h"

#include "Organizer.h"

#include "Staff.h"

#include "BloodCamp.h"

#include "GuestUser.h"

#include "RegisteredUser.h"

#include "Report.h"

#include <iostream>

using namespace std;

int main()

{

    //---- Object creation -----

    GuestUser* rg = new RegisteredUser(); // Object - RegisteredUser
class

    RegisteredUser* donor = new Donor(); // Object - Donor class

    RegisteredUser* organizer = new Organizer(); // Object -
Organizer class

    BloodCamp* BC = new BloodCamp(); // Object - BloodCamp class

    Staff* staff = new Staff(); // Object - Staff class
```

```
Report* report = new Report(); // Object - Report class
```

```
//----Method Calling-----
```

```
rg->login();
```

```
rg->displayDetails();
```

```
donor->login();
```

```
donor->displayDonorDetails();
```

```
organizer->login();
```

```
organizer->displayOrganizerDetails();
```

```
BC->updateBloodCampDetails();
```

```
BC->deleteBloodCampDetails();
```

```
BC->displayBloodCampDetails();
```

```
report->donorReports();
```

```
report->bloodCampReports();
```

```
report->staffReports();
```

```
report->organizerReports();
```

```
//----Delete Dynamic objects-----
```

```
delete rg;
```

```
delete donor;
```

```
    delete organizer;  
  
    delete BC;  
  
    delete report;  
  
    return 0;  
}
```

RegisteredUser.h

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

```
#include <cstring>
```

```
RegisteredUser::RegisteredUser()
```

```
{
```

```
    strcpy(userUsername, "");
```

```
    strcpy(userPassword, "");
```

```
}
```

```
RegisteredUser::RegisteredUser(const char puserUsername[],
```

```
const char puserPassword[], char puserid, const char puserName[],
```

```
const char puserAddress[], const char puserEmail[], const char
```

```
puserContact[]) : GuestUser(puserid, puserName, puserAddress,  
puserEmail, puserContact)
```

```
{
```

```
    strcpy(userUsername, puserUsername);
```

```
    strcpy(userPassword, puserPassword);
```

```
}
```

```
void RegisteredUser::displayDetails()
```

```
{
```

```
}
```

```
void RegisteredUser::login()
```

```
{
```

```
}
```

```
void RegisteredUser::logout()
```

```
{
```

```
}
```

```
char RegisteredUser::checkLoginDetails()
```

```
{
```

```
return 0;
```

```
}
```

```
RegisteredUser::~~RegisteredUser()
```

```
{
```

```
//Destructor
```

```
}
```

RegisteredUser.cpp

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

```
#include <cstring>
```

```
RegisteredUser::RegisteredUser()
```

```
{
```

```
    strcpy(userUsername, "");
```

```
    strcpy(userPassword, "");
```

```
}
```

```
RegisteredUser::RegisteredUser(const char puserUsername[],
```

```
const char puserPassword[], char puserid, const char puserName[],
```

```
const char puserAddress[], const char puserEmail[], const char
```

```
puserContact[]) : GuestUser(puserid, puserName, puserAddress,  
puserEmail, puserContact)
```

```
{
```

```
    strcpy(userUsername, puserUsername);
```

```
    strcpy(userPassword, puserPassword);
```

```
}
```

```
void RegisteredUser::displayDetails()
```

```
{
```

```
}
```

```
void RegisteredUser::login()
```

```
{
```

```
}
```

```
void RegisteredUser::logout()
```

```
{
```

```
}
```

```
char RegisteredUser::checkLoginDetails()
```

```
{
```

```
return 0;
```

```
}
```

```
RegisteredUser::~~RegisteredUser()
```

```
{
```

```
//Destructor
```

```
}
```