

GuestUser.h

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

```
class GuestUser
```

```
{
```

```
protected:
```

```
char userID;
```

```
char userName[20];
```

```
char userAddress[30];
```

```
char userEmail[30];
```

```
char userContact[10];
```

```
public:
```

```
GuestUser();
```

```
GuestUser(char puserid, const char puserName[], const char
```

```
puserAddress[], const char puserEmail[], const char puserContact[]);
```

```
void searchBloodCamp(BloodCamp* pBC);
```

```
void registerUser();
```

```
virtual void displayDetails();
```

```
~GuestUser();
```

```
};
```

GuestUser.cpp

```
#include "GuestUser.h"
```

```
#include <cstring>
```

```
GuestUser::GuestUser()
```

```
{
```

```
    userID = 0;
```

```
    strcpy(userName, "");
```

```
    strcpy(userAddress, "");
```

```
    strcpy(userEmail, "");
```

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

```
}
```

```
GuestUser::GuestUser(char puserid, const char puserName[], const  
char
```

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

```
{
```

```
    userID = puserid;
```

```
    strcpy(userName, puserName);
```

```
    strcpy(userAddress, puserAddress);
```

```
    strcpy(userEmail, puserEmail);
```

```
    strcpy(userContact, puserContact);
```

```
}  
  
void GuestUser::searchBloodCamp(BloodCamp* pBC)  
{  
  
}  
  
void GuestUser::registeredUser()  
{  
  
}  
  
void GuestUser::displayDetails()  
{  
  
}  
  
GuestUser::~~GuestUser()  
{  
  
//Destructor  
}
```

Donor.h

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

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

```
#define SIZE 5
```

```
class Donor :public RegisteredUser
```

```
{
```

```
private:
```

```
    char donorID;
```

```
    char bloodGroup;
```

```
public:
```

```
    Donor();
```

```
    Donor(const char userName[], const char userPwd[], char donorID,  
    const
```

```
    char name[], const char address[], const char email[], const char  
    contact[]);
```

```
    void addDonationDetails();
```

```
    void login();
```

```
    void displayDonorDetails();
```

```
    ~Donor();
```

```
};
```

Donor.cpp

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

```
Donor::Donor()
```

```
{
```

```
    donorID = 0;
```

```
    strcpy(bloodGroup, "");
```

```
}
```

```
Donor::Donor(const char userName[], const char userPwd[], char  
donorID, const char name[], const char address[], const char email[],  
const char
```

```
contact[],) :RegisteredUser(usName,
```

```
usPwd, id, name, address, email, contact)
```

```
void Donor::addDonationDetails()
```

```
{
```

```
}
```

```
void Donor::login()
```

```
{
```

```
}
```

```
void Donor::displayDonorDetails()
```

```
{
```

```
}
```

```
Donor::~~Donor()
```

```
{
```

```
//Destructor
```

```
}
```

```
void Donor::displayDonorDetails()
```

```
{
```

```
}
```

```
Donor::~~Donor()
```

```
{
```

```
//Destructor
```

```
}
```