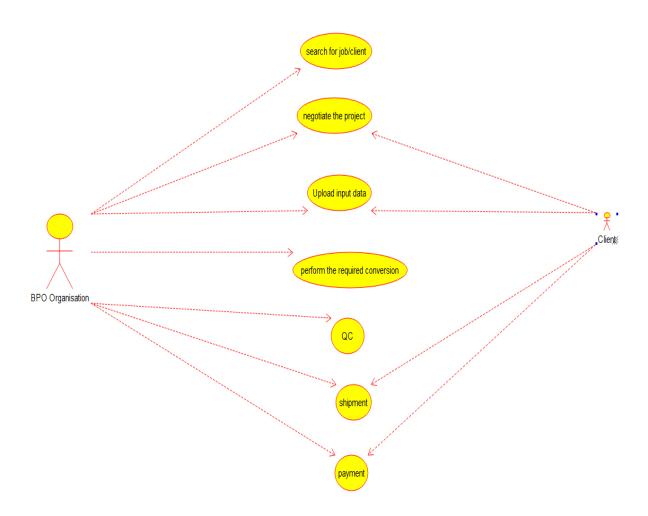
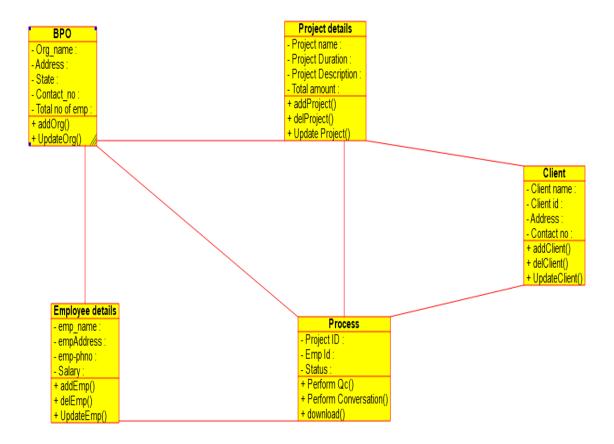
## **BPO MANAGEMENT SYSTEM**

## Use case diagram



## Class diagram



## Coding

```
#ifndef BPO_H
#define BPO_H
#include <string>
#include vector
/**
 * class BPO
 */
class BPO
{
public:
// Constructors/Destructors
//
 /**
 * Empty Constructor
 */
 BPO ();
 /**
 * Empty Destructor
 */
 virtual ~BPO ();
 // Static Public attributes
 //
 // Public attributes
 //
 // Public attribute accessor methods
 //
```

```
// Public attribute accessor methods
//
/**
 */
 void addOrg ()
 */
 void UpdateOrg ()
 {
 }
protected:
// Static Protected attributes
// Protected attributes
//
public:
 // Protected attribute accessor methods
//
protected:
public:
// Protected attribute accessor methods
//
protected:
private:
// Static Private attributes
 //
 // Private attributes
 //
 void Org_name;
 void Address;
 void State;
```

```
void Contact_no;
 void Total_no_of_emp;
public:
 // Private attribute accessor methods
 //
private:
public:
 // Private attribute accessor methods
 //
 /**
 * Set the value of Org_name
 * @param new_var the new value of Org_name
 */
 void setOrg_name (void new_var) {
   Org_name = new_var;
 }
 * Get the value of Org_name
 * @return the value of Org_name
 */
 void getOrg_name () {
  return Org_name;
 * Set the value of Address
 * @param new_var the new value of Address
 */
 void setAddress (void new_var) {
   Address = new_var;
 }
 /**
 * Get the value of Address
 * @return the value of Address
```

```
*/
void getAddress () {
 return Address;
}
/**
* Set the value of State
* @param new_var the new value of State
*/
void setState (void new_var) {
  State = new_var;
}
/**
* Get the value of State
* @return the value of State
*/
void getState () {
 return State;
}
/**
* Set the value of Contact_no
* @param new_var the new value of Contact_no
*/
void setContact_no (void new_var) {
  Contact_no = new_var;
}
* Get the value of Contact_no
* @return the value of Contact_no
*/
void getContact_no () {
 return Contact_no;
/**
```

```
* Set the value of Total_no_of_emp
 * @param new_var the new value of Total_no_of_emp
 */
 void setTotal_no_of_emp (void new_var) {
   Total_no_of_emp = new_var;
 }
 /**
 * Get the value of Total_no_of_emp
 * @return the value of Total_no_of_emp
 */
 void getTotal_no_of_emp () {
  return Total_no_of_emp;
 }
private:
 void initAttributes ();
};
#endif // BPO_H
```