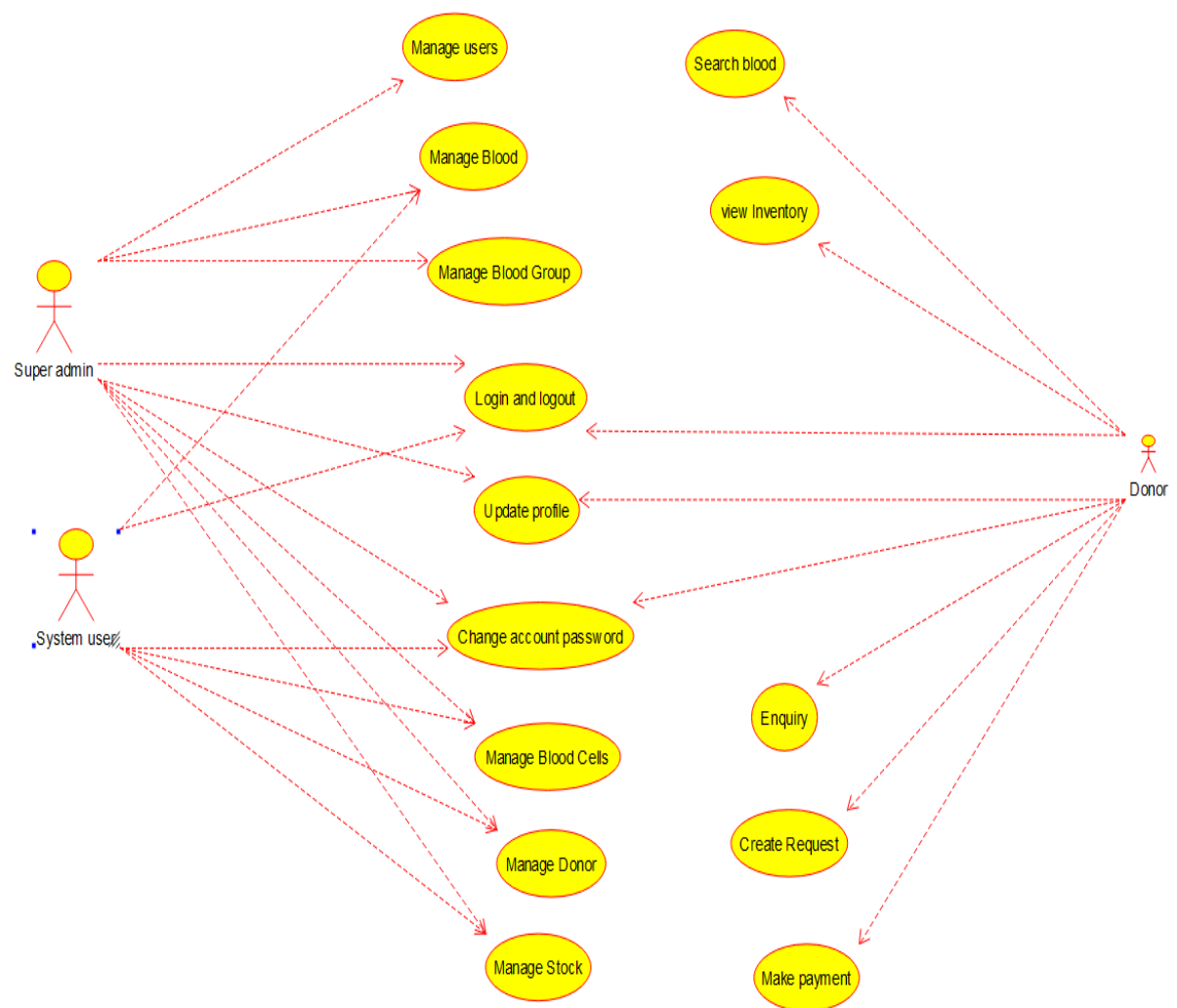
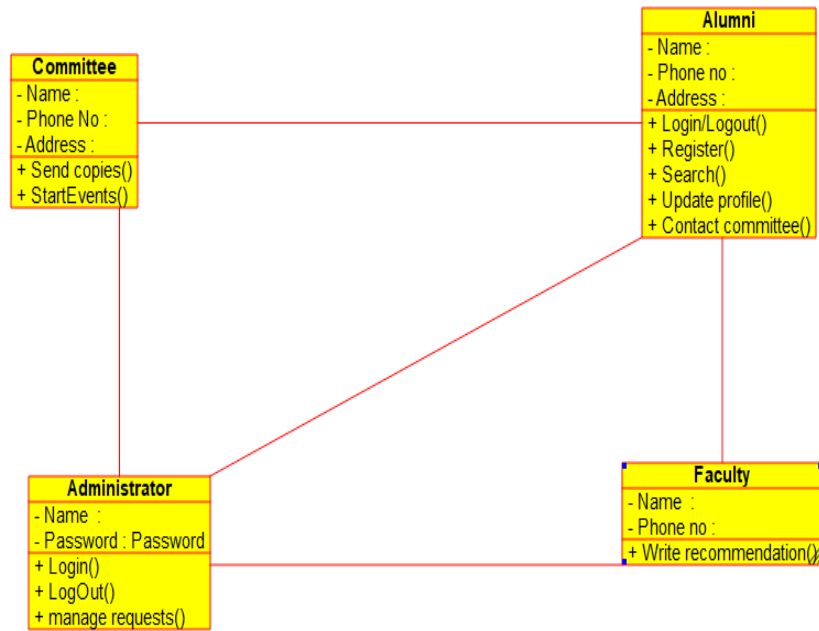


# BLOOD BANK REGISTRATION SYSTEM

Use case diagram



# Class diagram



# Coding

```
#ifndef ADMINISTRATOR_H
#define ADMINISTRATOR_H

#include <string>
#include vector

/**
 * class Administrator
 *
 */
class Administrator
{
public:
    // Constructors/Destructors
    //
    /**
     * Empty Constructor
     */
    Administrator ();

    /**
     * Empty Destructor
     */
    virtual ~Administrator ();

    // Static Public attributes
    //
    // Public attributes
    //
    // Public attribute accessor methods
    //
    // Public attribute accessor methods
    //
    /**
```

```
*/  
void Login ()  
{  
}  
/**  
*/  
void LogOut ()  
{  
}  
/**  
*/  
void manage_requests ()  
{  
}  
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 Name_;
```

```

    Password Password;

public:
    // Private attribute accessor methods
    //
private:
public:
    // Private attribute accessor methods
    //
    /**
     * Set the value of Name_
     * @param new_var the new value of Name_
     */
    void setName_ (void new_var) {
        Name_ = new_var;
    }
    /**
     * Get the value of Name_
     * @return the value of Name_
     */
    void getName_ () {
        return Name_;
    }
    /**
     * Set the value of Password
     * @param new_var the new value of Password
     */
    void setPassword (Password new_var) {
        Password = new_var;
    }
    /**
     * Get the value of Password
     * @return the value of Password
     */

```

```
    Password getPassword () {  
        return Password;  
    }  
private:  
    void initAttributes () ;  
};  
#endif // ADMINISTRATOR_H
```