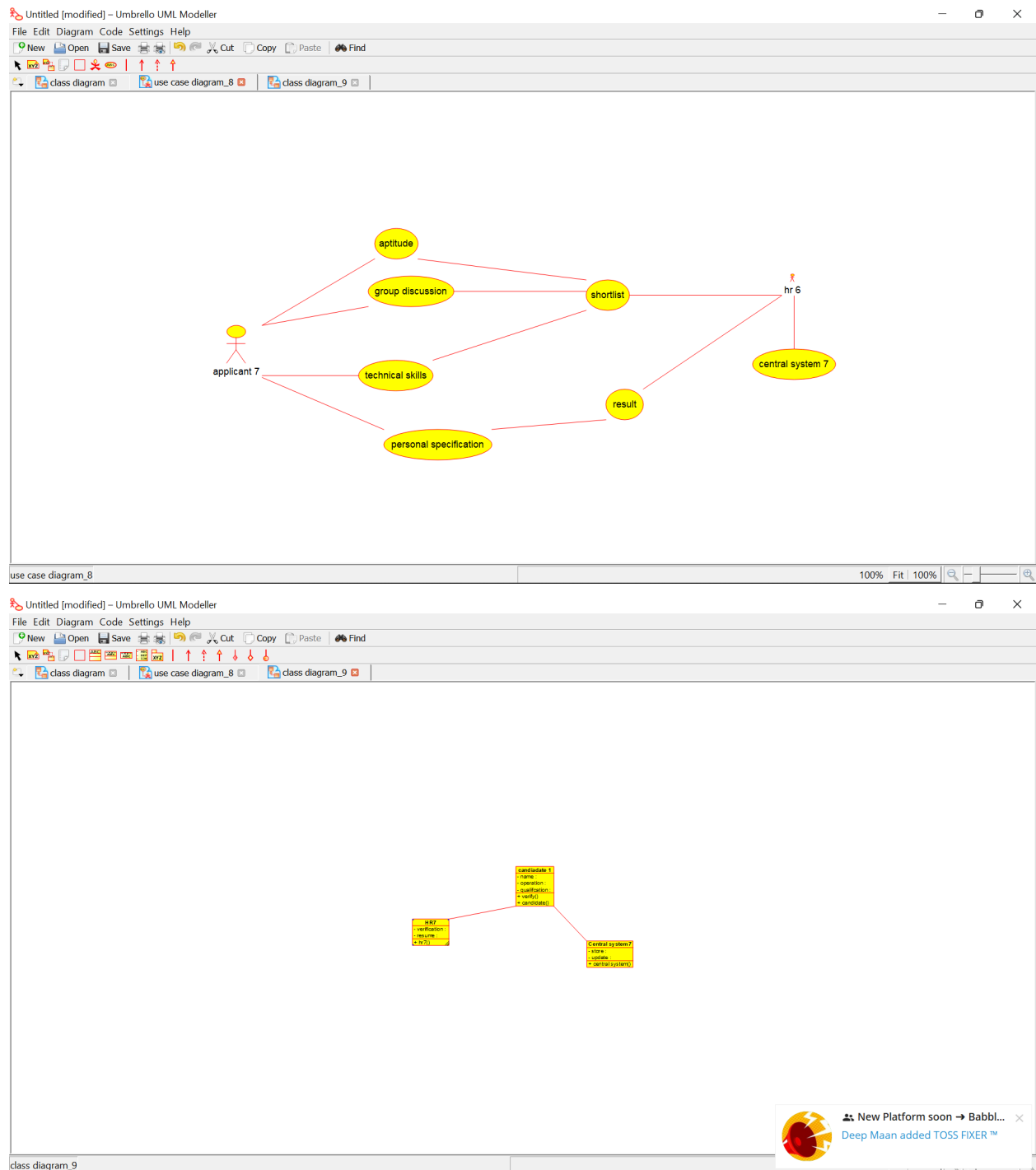


RECRUITMENT SYSTEM

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```
#include "ADMIN.h"
```

```
// Constructors/Destructors
```

```
//

ADMIN::ADMIN () {
initAttributes();
}

ADMIN::~~ADMIN () {}

//
// Methods
//

// Accessor methods
//

// Other methods
//

void ADMIN::initAttributes () {
}

#include "user_1.h"

// Constructors/Destructors
//

user_1::user_1 () {
initAttributes();
}

user_1::~~user_1 () {}

//
// Methods
//

// Accessor methods
//

// Other methods
```

```
//
```

```
void user_1::initAttributes () {  
}
```