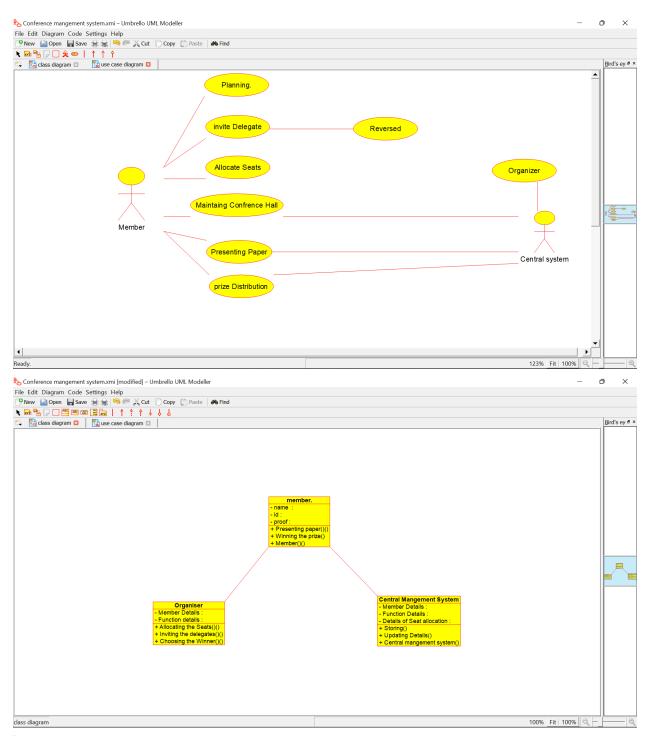
## CONFERENCE MANAGEMENT SYSTEM



Programmes:

#include "Central\_Mangement\_System.h"

```
// Constructors/Destructors
//
Central_Mangement_System::Central_Mangement_System () {
initAttributes();
}
Central_Mangement_System::~Central_Mangement_System () { }
//
// Methods
// Accessor methods
//
// Other methods
void Central_Mangement_System::initAttributes () {
#include "Organiser.h"
// Constructors/Destructors
//
Organiser::Organiser () {
initAttributes();
}
Organiser::~Organiser () { }
//
// Methods
//
// Accessor methods
//
```

```
// Other methods
//
void Organiser::initAttributes () {
}
```