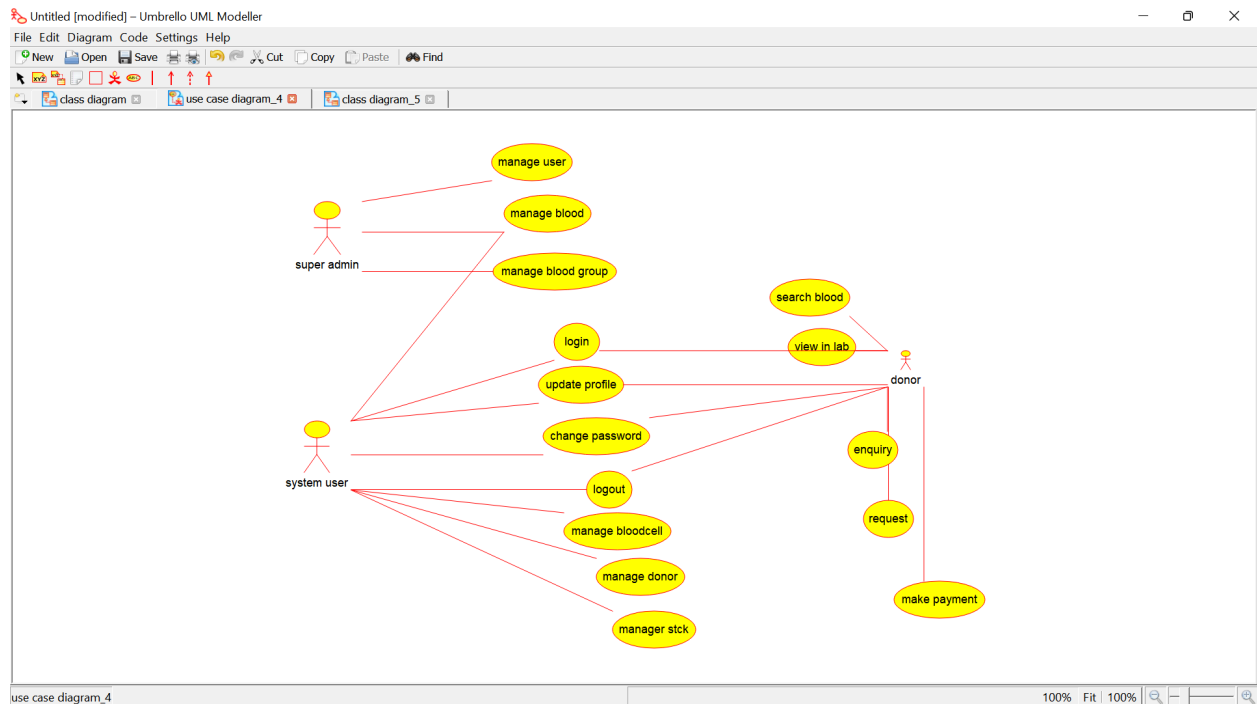


# BLOOD BANK MANAGEMENT

B.Sai Bharathi

192011224



```
#include "stock.h"
```

```
// Constructors/Destructors
```

```
//
```

```
stock::stock () {  
    initAttributes();  
}
```

```
stock::~~stock () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
#include "blood.h"
```

```
// Constructors/Destructors
```

```
//
```

```
blood::blood () {  
    initAttributes();  
}
```

```
blood::~~blood () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
#include "role.h"
```

```
// Constructors/Destructors
```

```
//
```

```
role::role () {  
    initAttributes();  
}
```

```
role::~~role () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void role::initAttributes () {
```

```
}
```

```
include "donor.h"
```

```
// Constructors/Destructors
```

```
//
```

```
donor::donor () {
```

```
initAttributes();
```

```
}
```

```
donor::~~donor () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void donor::initAttributes () {
```

```
}
```

