ONLINE VOTING SYSTEM

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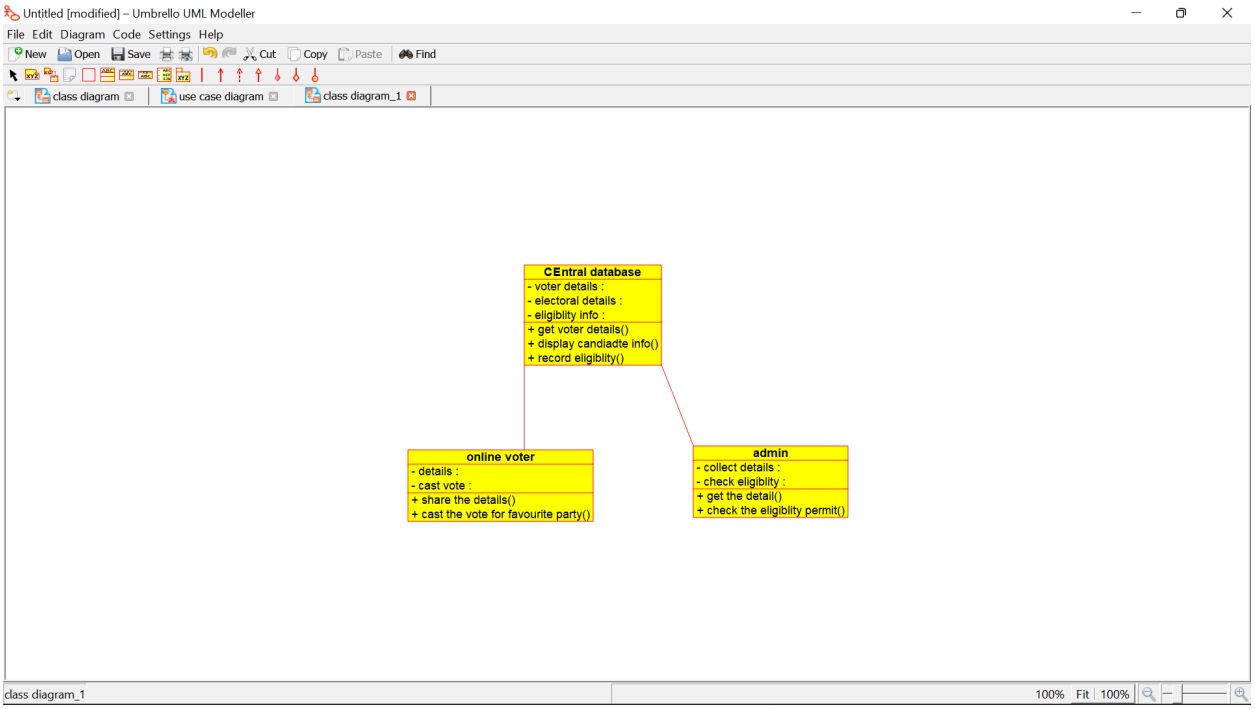

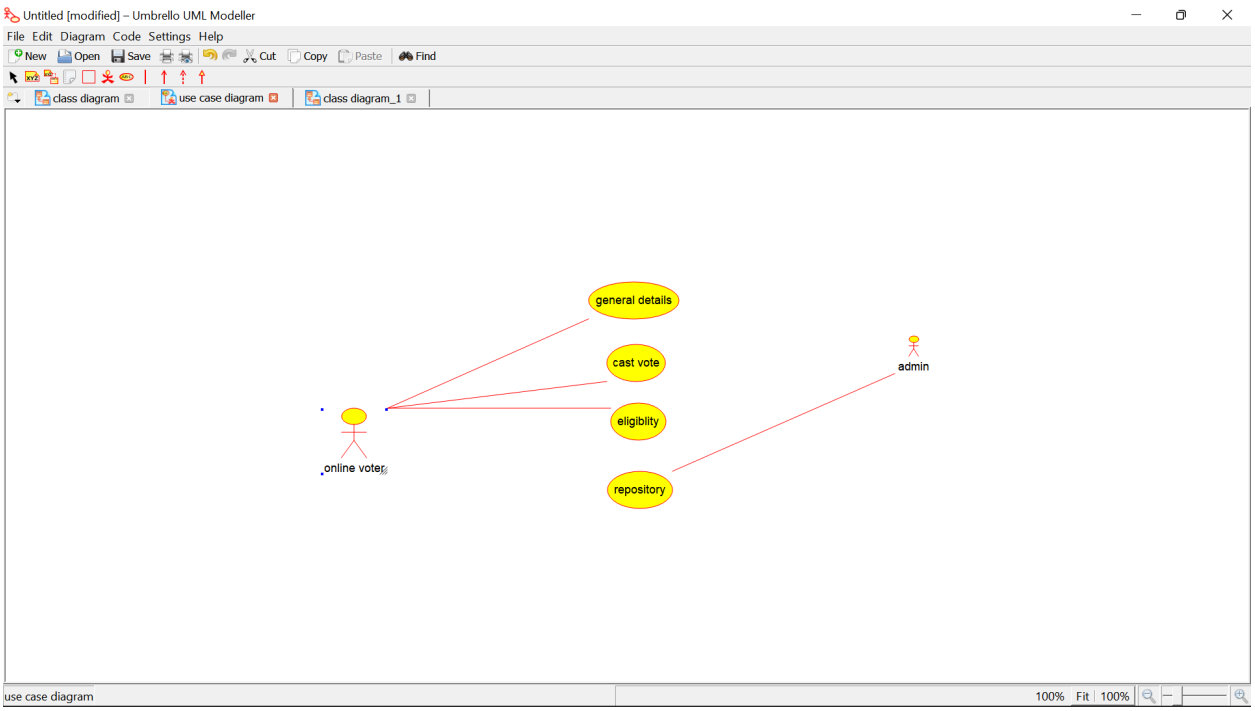


```
#include "CEntral_database.h"
```

```
// Constructors/Destructors
//

CEntral_database::CEntral_database () {
initAttributes();
}

CEntral_database::~CEntral_database () { }

//
// Methods
//


// Accessor methods
//


// Other methods
//

void CEntral_database::initAttributes () {
}


#ifndef ONLINE_VOTER_H
#define ONLINE_VOTER_H

#include <string>
#include vector



/**
  * class online_voter
  *
  */

class online_voter
{
public:

  // Constructors/Destructors
```

```
  //


  /**
   * Empty Constructor
   */
  online_voter ();

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

  // Static Public attributes
  //

  // Public attributes
  //


  // Public attribute accessor methods
  //


  // Public attribute accessor methods
  //



  /**
   */
  void share_the_details ()
  {
  }


  /**
   */
  void cast_the_vote_for_favourite_party ()
  {
  }

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 details;
  void cast_vote;
public:


  // Private attribute accessor methods
  //

private:

public:
```

```
  // Private attribute accessor methods
  //


  /**
   * Set the value of details
   * @param new_var the new value of details
   */
  void setDetails (void new_var)   {
      details = new_var;
  }

  /**
   * Get the value of details
   * @return the value of details
   */
  void getDetails ()   {
    return details;
  }

  /**
   * Set the value of cast_vote
   * @param new_var the new value of cast_vote
   */
  void setCast_vote (void new_var)   {
      cast_vote = new_var;
  }

  /**
   * Get the value of cast_vote
   * @return the value of cast_vote
   */
  void getCast_vote ()   {
    return cast_vote;
  }
private:


  void initAttributes () ;

};

#endif // ONLINE_VOTER_H
#include "admin.h"
```

```
// Constructors/Destructors
//

admin::admin () {
initAttributes();
}

admin::~admin () { }

//
// Methods
//


// Accessor methods
//


// Other methods
//

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