EXPERIMENT 15:

CENTRAL SYSTEM:

/\*\*

\* Class cetral\_sys

\*/

public class cetral\_sys {

//

// Fields

//

private void details\_of\_donor;

//

// Constructors

//

public cetral\_sys () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of details\_of\_donor

\* @param newVar the new value of details\_of\_donor

\*/

public void setDetails\_of\_donor (void newVar) {

details\_of\_donor = newVar;

}

/\*\*

\* Get the value of details\_of\_donor

\* @return the value of details\_of\_donor

\*/

public void getDetails\_of\_donor () {

return details\_of\_donor;

}

//

// Other methods

//

/\*\*

\*/

public void stores\_details\_()

{

}

/\*\*

\*/

public void interaction\_bt\_hosp\_and\_donor()

{

}

}

DONOR:

/\*\*

\* Class cetral\_sys

\*/

public class cetral\_sys {

//

// Fields

//

private void details\_of\_donor;

//

// Constructors

//

public cetral\_sys () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of details\_of\_donor

\* @param newVar the new value of details\_of\_donor

\*/

public void setDetails\_of\_donor (void newVar) {

details\_of\_donor = newVar;

}

/\*\*

\* Get the value of details\_of\_donor

\* @return the value of details\_of\_donor

\*/

public void getDetails\_of\_donor () {

return details\_of\_donor;

}

//

// Other methods

//

/\*\*

\*/

public void stores\_details\_()

{

}

/\*\*

\*/

public void interaction\_bt\_hosp\_and\_donor()

{

}

}

/\*\*

\* Class donor

\*/

public class donor {

//

// Fields

//

private char name;

private int phn\_no;

private void blood\_group;

//

// Constructors

//

public donor () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of name

\* @param newVar the new value of name

\*/

public void setName (char newVar) {

name = newVar;

}

/\*\*

\* Get the value of name

\* @return the value of name

\*/

public char getName () {

return name;

}

/\*\*

\* Set the value of phn\_no

\* @param newVar the new value of phn\_no

\*/

public void setPhn\_no (int newVar) {

phn\_no = newVar;

}

/\*\*

\* Get the value of phn\_no

\* @return the value of phn\_no

\*/

public int getPhn\_no () {

return phn\_no;

}

/\*\*

\* Set the value of blood\_group

\* @param newVar the new value of blood\_group

\*/

public void setBlood\_group (void newVar) {

blood\_group = newVar;

}

/\*\*

\* Get the value of blood\_group

\* @return the value of blood\_group

\*/

public void getBlood\_group () {

return blood\_group;

}

//

// Other methods

//

/\*\*

\*/

public void donating\_blood()

{

}

}

HOSPITAL:

/\*\*

\* Class cetral\_sys

\*/

public class cetral\_sys {

//

// Fields

//

private void details\_of\_donor;

//

// Constructors

//

public cetral\_sys () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of details\_of\_donor

\* @param newVar the new value of details\_of\_donor

\*/

public void setDetails\_of\_donor (void newVar) {

details\_of\_donor = newVar;

}

/\*\*

\* Get the value of details\_of\_donor

\* @return the value of details\_of\_donor

\*/

public void getDetails\_of\_donor () {

return details\_of\_donor;

}

//

// Other methods

//

/\*\*

\*/

public void stores\_details\_()

{

}

/\*\*

\*/

public void interaction\_bt\_hosp\_and\_donor()

{

}

}

/\*\*

\* Class hospital

\*/

public class hospital {

//

// Fields

//

private void details\_of\_doors;

private void details\_of\_lood;

//

// Constructors

//

public hospital () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

\* Set the value of details\_of\_doors

\* @param newVar the new value of details\_of\_doors

\*/

public void setDetails\_of\_doors (void newVar) {

details\_of\_doors = newVar;

}

/\*\*

\* Get the value of details\_of\_doors

\* @return the value of details\_of\_doors

\*/

public void getDetails\_of\_doors () {

return details\_of\_doors;

}

/\*\*

\* Set the value of details\_of\_lood

\* @param newVar the new value of details\_of\_lood

\*/

public void setDetails\_of\_lood (void newVar) {

details\_of\_lood = newVar;

}

/\*\*

\* Get the value of details\_of\_lood

\* @return the value of details\_of\_lood

\*/

public void getDetails\_of\_lood () {

return details\_of\_lood;

}

//

// Other methods

//

/\*\*

\*/

public void storig\_of\_lood()

{

}

/\*\*

\*/

public void giving\_blood\_to\_patients()

{

}

}