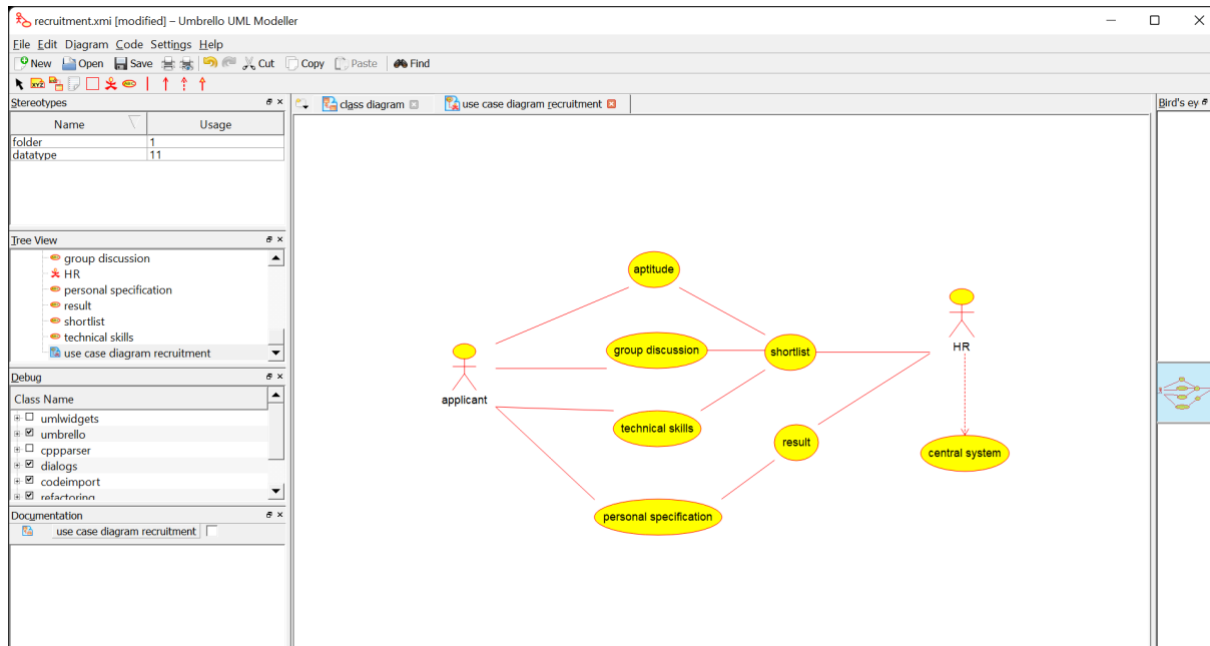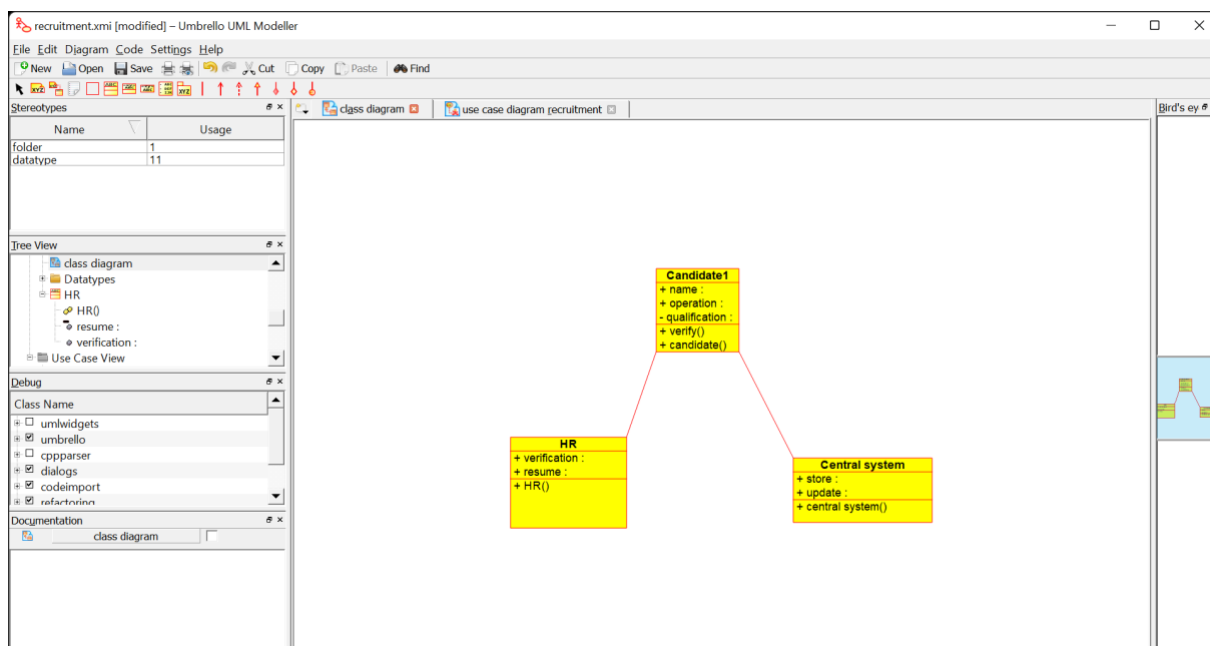# RECRUITMENT SYSTEM

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Usecase diagram:

Class diagram:

Code generation:

C++:

```cpp
#include "Central_system.h"
// Constructors/Destructors
//
Central_system::Central_system () {
initAttributes();
}
Central_system::~Central_system () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void Central_system::initAttributes () {
}
#include "Candidate1.h"
// Constructors/Destructors
//
Candidate1::Candidate1 () {
initAttributes();
}
Candidate1::~Candidate1 () { }
//
// Methods
//
// Accessor methods
//
// Other methods
```

```cpp
//

void Candidate1::initAttributes () {

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

}
```