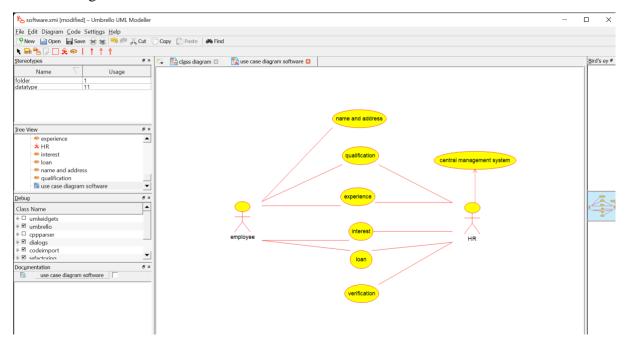
## SOFTWARE PERSONNEL MANAGEMENT SYSTEM

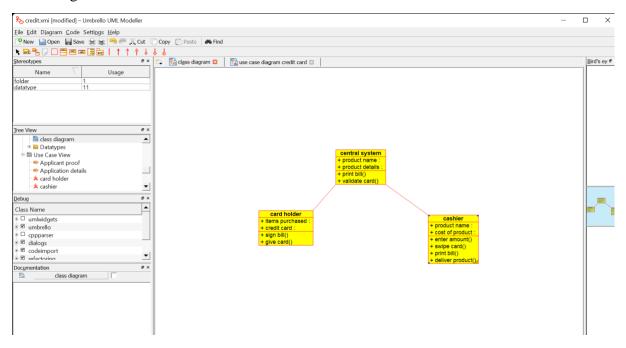
Swarna Anshu

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## Usecase diagram:



## Class diagram:



```
Code generator:
C++:
#include "central_management_system1.h"
// Constructors/Destructors
//
central_management_system1::central_management_system1 () {
initAttributes();
}
central_management_system1::~central_management_system1 () { }
//
// Methods
// Accessor methods
//
// Other methods
//
void central_management_system1::initAttributes () {
}
#include "employee1.h"
// Constructors/Destructors
//
employee1::employee1 () {
initAttributes();
}
employee1::~employee1 () { }
//
// Methods
//
// Accessor methods
//
```

```
// Other methods
//
void employee1::initAttributes () {
#include "HR.h"
// Constructors/Destructors
//
HR::HR () {
initAttributes();
HR::~HR () { }
//
// Methods
//
// Accessor methods
//
// Other methods
void HR::initAttributes () {
}
```