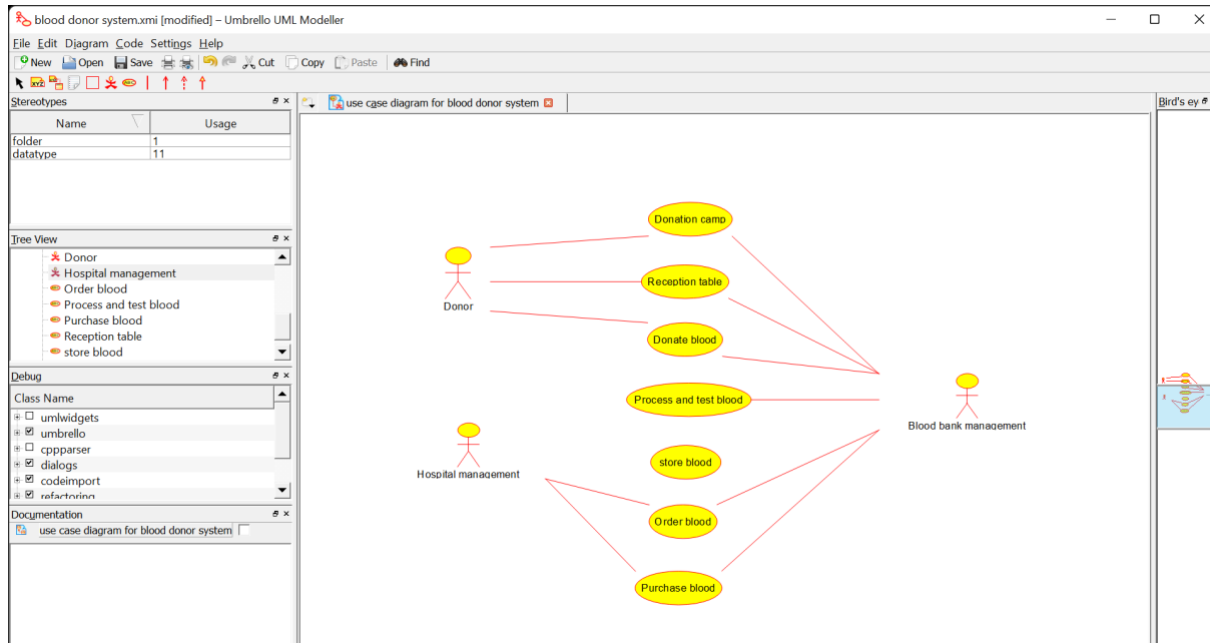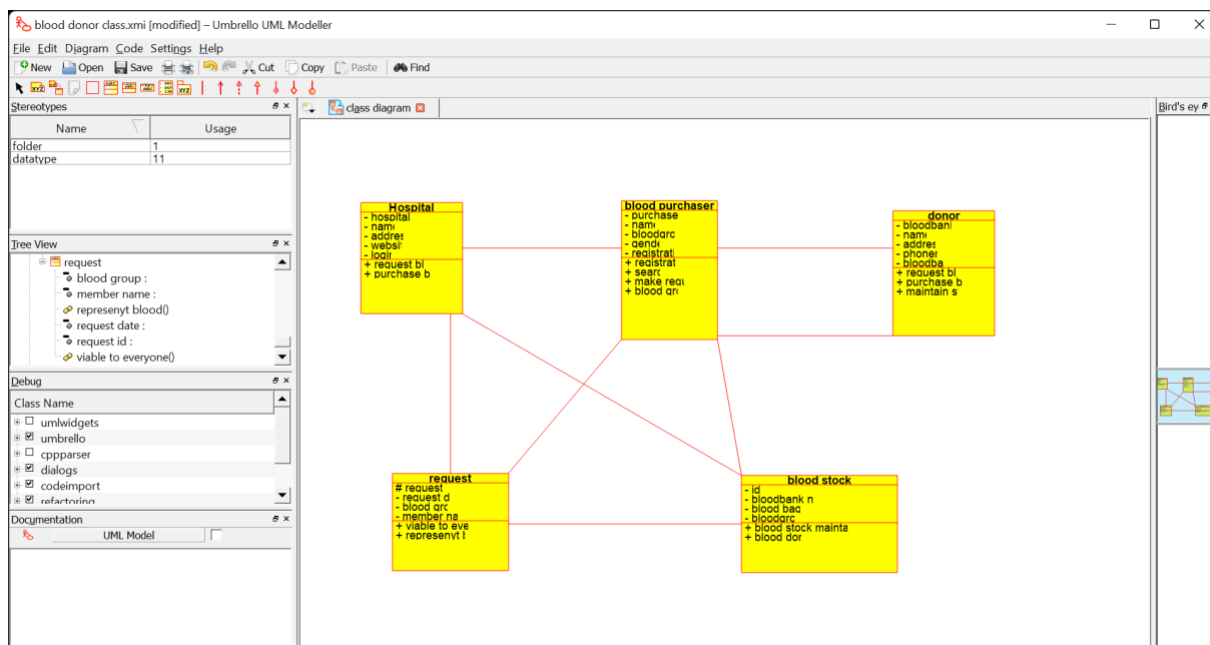# BLOOD BANK MANAGEMENT

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Usecase diagram:

Class diagram:

Code generation:

C++:

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

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

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