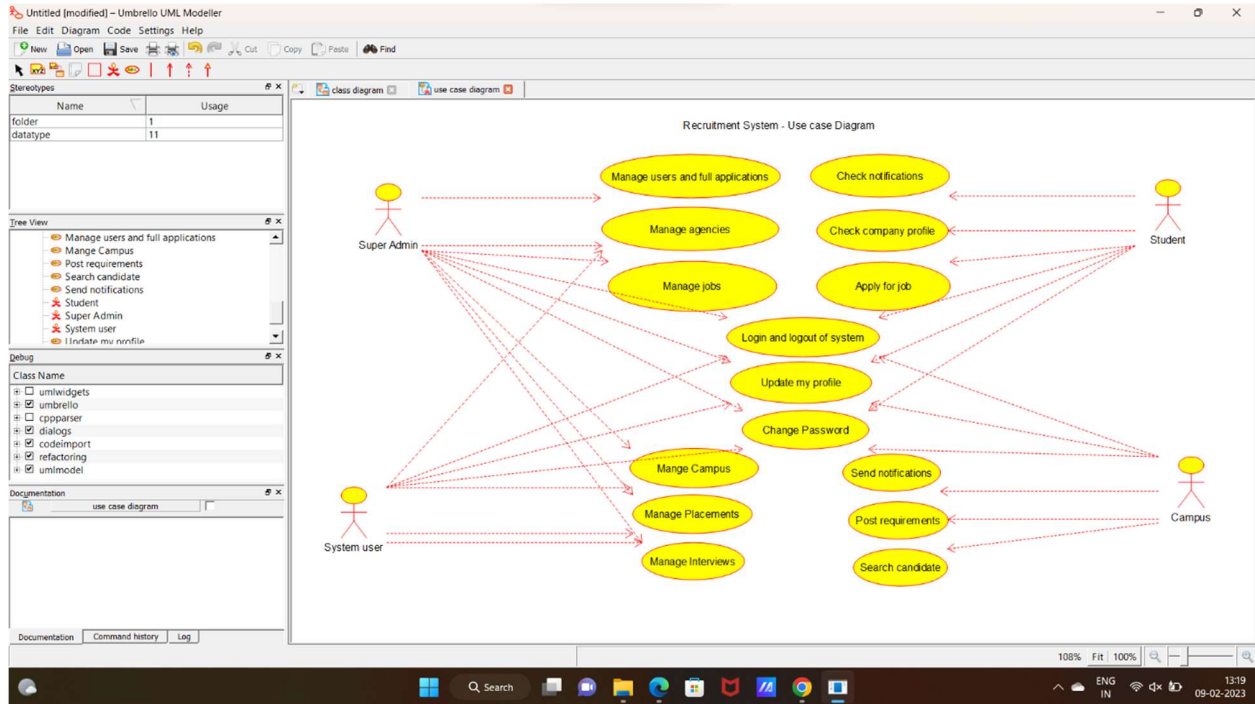
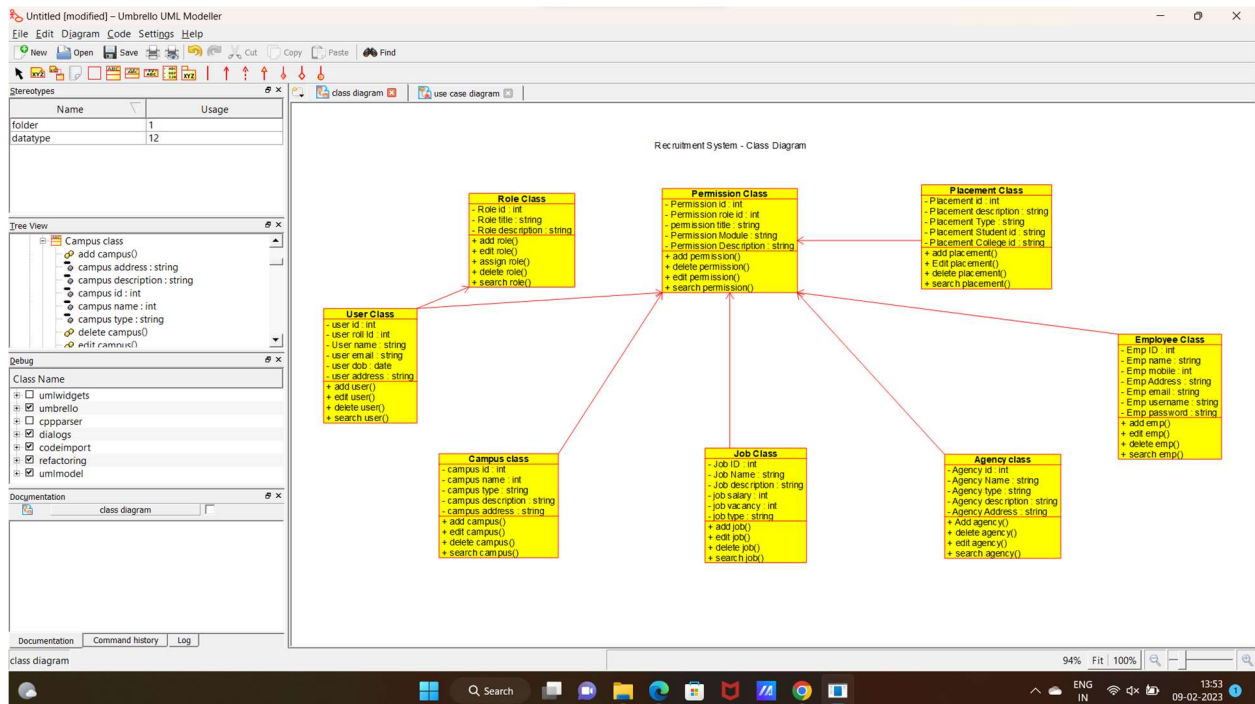


10 – RECRUITMENT SYSTEM

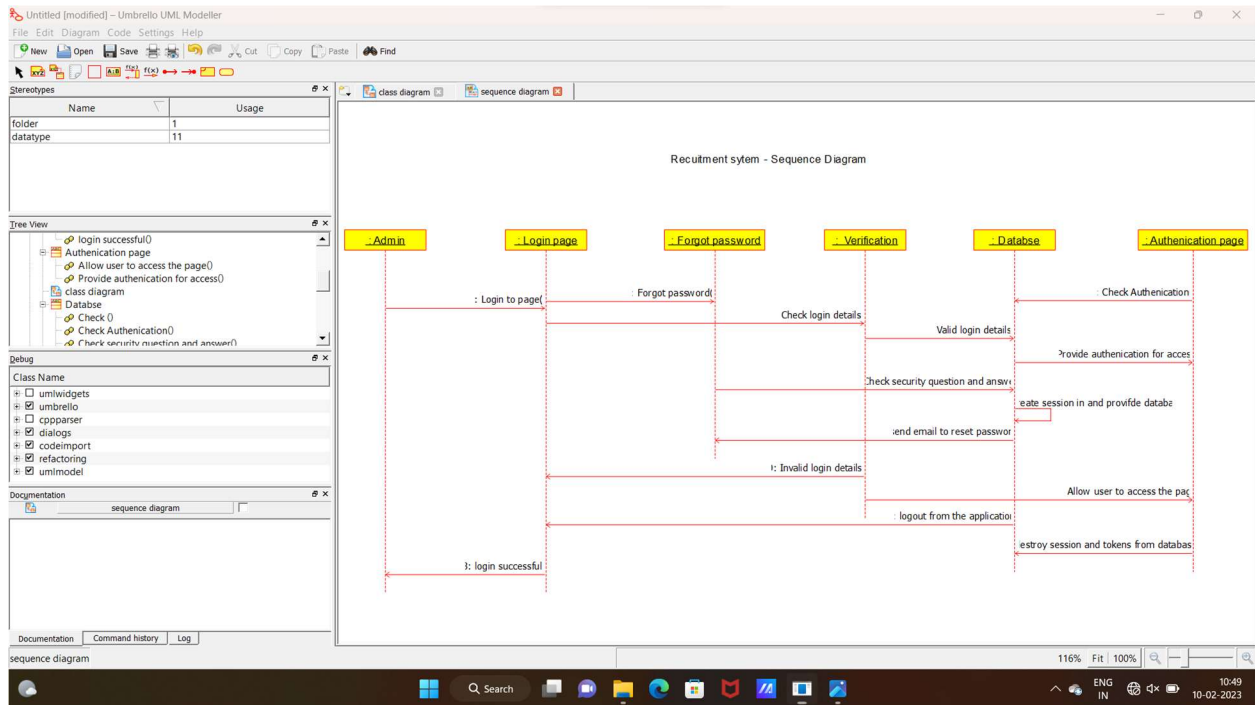
USE CASE DIAGRAM:



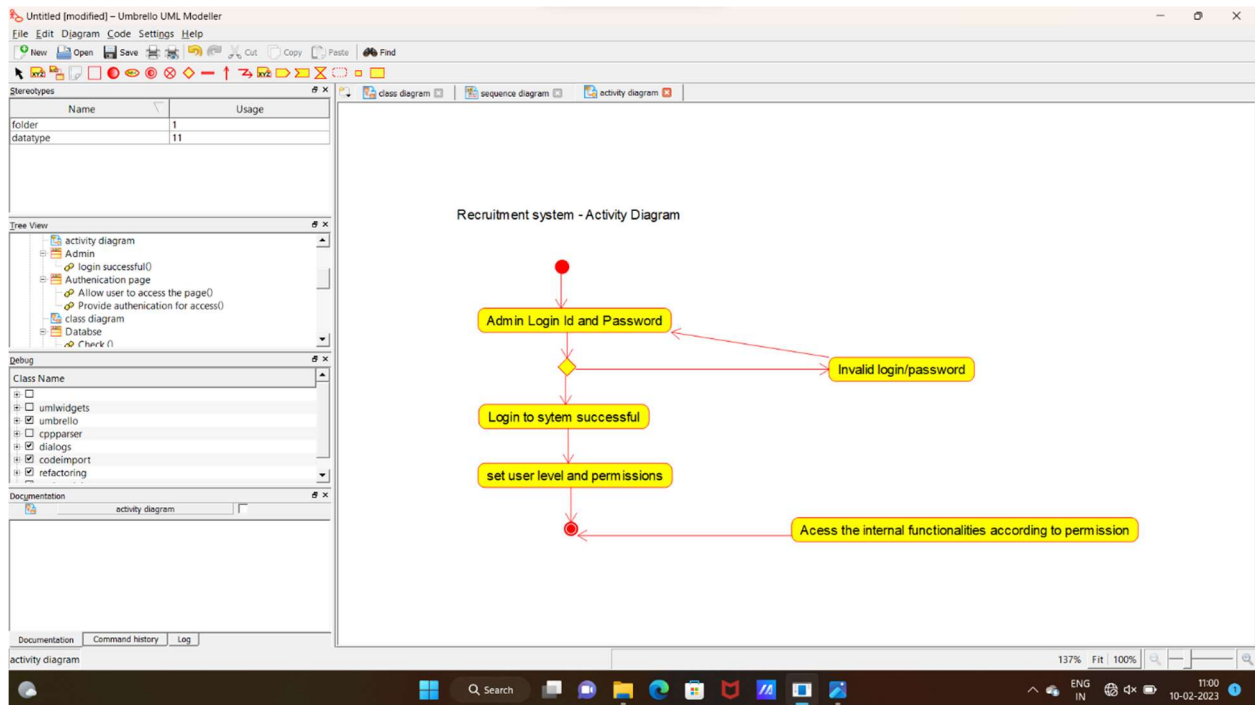
CLASS DIAGRAM:



SEQUENCE DIAGRAM:



ACTIVITY DIAGRAM:



CODE:

ADMIN:

```
#include "Admin.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Admin::Admin () {  
}
```

```
Admin::~~Admin () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

CLASS:

```
#include "Agency_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Agency_class::Agency_class () {  
    initAttributes();  
}
```

```
Agency_class::~~Agency_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
AUTHENTICATION PHASE:
```

```
#include "Authentication_Phase.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Authentication_Phase::Authentication_Phase () {
```

```
}
```

```
Authentication_Phase::~Authentication_Phase () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
CAMPUS CLASS:
```

```
#include "Campus_class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Campus_class::Campus_class () {
```

```
initAttributes();
```

```
}
```

```
Campus_class::~~Campus_class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Campus_class::initAttributes () {
```

```
}
```

```
#include "Database.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Database::Database () {
```

```
}
```

```
Database::~~Database () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
DATE:
```

```
#include "date.h"
```

```
// Constructors/Destructors
```

```
//
```

```
date::date () {
```

```
}
```

```
date::~~date () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

EMPLOYEE CLASS:

```
#include "Employee_Class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Employee_Class::Employee_Class () {
```

```
initAttributes();
```

```
}
```

```
Employee_Class::~~Employee_Class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Employee_Class::initAttributes () {
```

```
}
```

FORGOT PASSWORD:

```
#include "Forgot_Password.h"
```



```
// Constructors/Destructors
```

```
//
```

```
Forgot_Password::Forgot_Password () {  
}
```

```
Forgot_Password::~~Forgot_Password () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
JOB CLASS:
```

```
#include "Job_Class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Job_Class::Job_Class () {  
    initAttributes();
```

```
}
```

```
Job_Class::~Job_Class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Job_Class::initAttributes () {
```

```
}
```

```
LOGIN PAGE:
```

```
#include "Login_Page.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Login_Page::Login_Page () {
```

```
}
```

```
Login_Page::~Login_Page () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
PERMISSION CLASS:
```

```
#include "Permission_Class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Permission_Class::Permission_Class () {
```

```
    initAttributes();
```

```
}
```

```
Permission_Class::~~Permission_Class () {}
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
PLACEMENT CLASS:
```

```
#include "Placement_Class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Placement_Class::Placement_Class () {  
    initAttributes();  
}
```

```
Placement_Class::~~Placement_Class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

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

```
ROLE CLASS:
```

```
#include "Role_Class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Role_Class::Role_Class () {  
    initAttributes();  
}
```

```
Role_Class::~~Role_Class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void Role_Class::initAttributes () {
```

```
}
```

```
USER CLASS:
```

```
#include "User_Class.h"
```

```
// Constructors/Destructors
```

```
//
```

```
User_Class::User_Class () {
```

```
initAttributes();
```

```
}
```

```
User_Class::~~User_Class () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void User_Class::initAttributes () {
```

```
}
```

```
VERIFICATION CLASS:
```

```
#include "Verification.h"
```

```
// Constructors/Destructors
```

```
//
```

```
Verification::Verification () {
```

```
}
```

```
Verification::~~Verification () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```