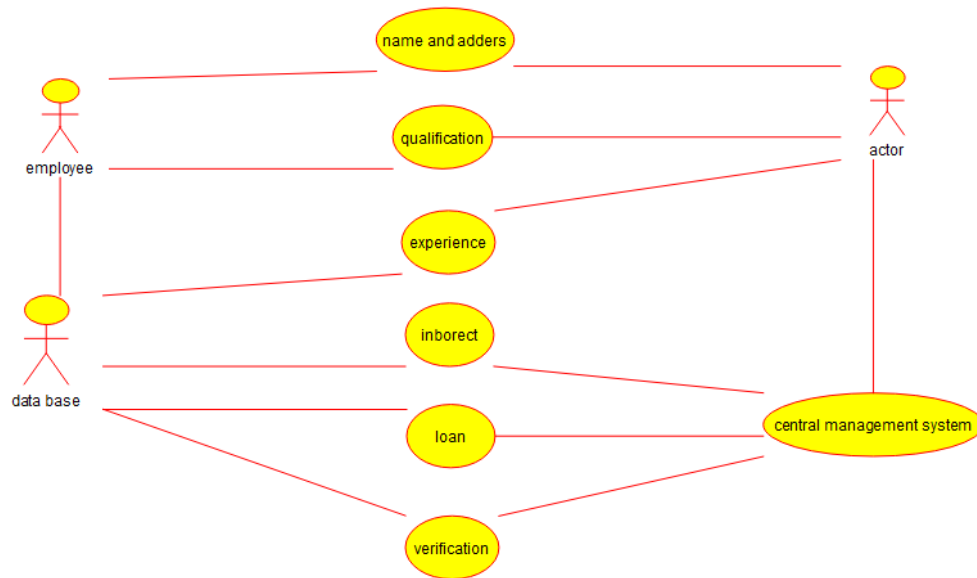
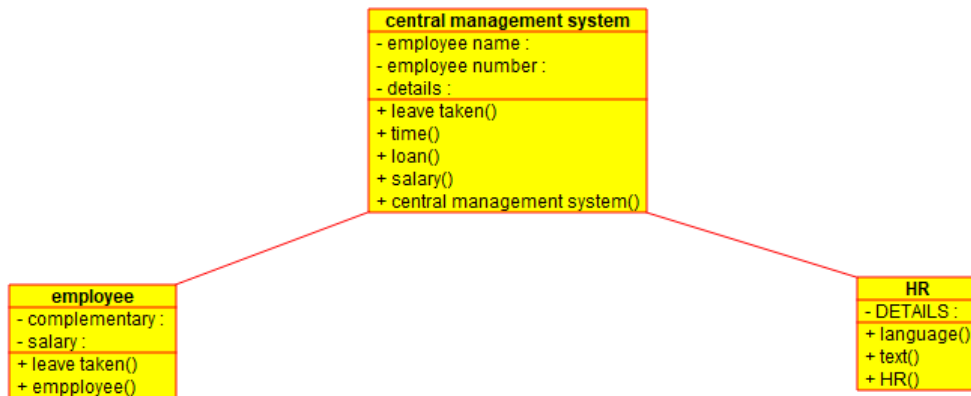


SOFTWARE PERSONAL MANAGEMENT SYSTEM

USECASE:



CLASS DAIGRAM:



GENERATE CODE:

```
#ifndef EMPLOYEE_H
#define EMPLOYEE_H
```

```
#include <string>
#include vector
```

```
/**
 * class employee
 *
 */
```

```
class employee
```

```
{
public:
```

```
    // Constructors/Destructors
    //
```

```
/**
 * Empty Constructor
 */
```

```
employee ();
```

```
/**
 * Empty Destructor
 */
```

```
virtual ~employee ();
```

```
    // Static Public attributes
    //
```

```
    // Public attributes
```

```
1
2 #ifndef HR_H
3 #define HR_H
4
5 #include <string>
6 #include vector
7
8
9
10 /**
11  * class HR
12  *
13  */
14
15 class HR
16 {
17 public:
18
19 // Constructors/Destructors
20 //
21
22
23 /**
24  * Empty Constructor
25  */
26 HR ();
27
28 /**
29  * Empty Destructor
30  */
31 virtual ~HR ();
32
33 // Static Public attributes
34 //
35
36 // Public attributes
```

```

    * @param new_var the new value of RESERVATION_DETAILS
    */
void setRESERVATION_DETAILS (void new_var)  {
    .....
    RESERVATION_DETAILS = new_var;
}

/**
 * Get the value of RESERVATION_DETAILS
 * @return the value of RESERVATION_DETAILS
 */
void getRESERVATION_DETAILS ()  {
    return RESERVATION_DETAILS;
}

/**
 * Set the value of CANCELLATION_DETAILS
 * @param new_var the new value of CANCELLATION_DETAILS
 */
void setCANCELLATION_DETAILS (void new_var)  {
    .....
    CANCELLATION_DETAILS = new_var;
}

/**
 * Get the value of CANCELLATION_DETAILS
 * @return the value of CANCELLATION_DETAILS
 */
void getCANCELLATION_DETAILS ()  {
    return CANCELLATION_DETAILS;
}

/**
 * Set the value of STATUS
 * @param new_var the new value of STATUS
 */
void setStatus (void new_var)  {
    .....
    STATUS = new_var;
}
```

```
1
2 #ifndef CENTRAL_MANAGEMENT_1_H
3 #define CENTRAL_MANAGEMENT_1_H
4
5 #include <string>
6 #include vector
7
8
9
10 /**
11  * class CENTRAL_MANAGEMENT_1
12  *
13  */
14
15 class CENTRAL_MANAGEMENT_1
16 {
17 public:
18
19     // Constructors/Destructors
20     //
21
22
23     /**
24     * Empty Constructor
25     */
26     CENTRAL_MANAGEMENT_1 ();
27
28     /**
29     * Empty Destructor
30     */
31     virtual ~CENTRAL_MANAGEMENT_1 ();
32
33     // Static Public attributes
34     //
35
36     // Public attributes
```