```cpp
1  #pragma once
2  #ifndef PATIENT_H
3  #define PATIENT_H
4
5  #include <iostream>
6  #include "BloodData.h"
7
8  class Patient { //Stores patient info
9      private:
10         int patientID, age;
11         BloodData bloodData;
12     public:
13         //Constructors
14         Patient(); //Default contructor
15         Patient(int, int, char, string); //Overload of the default constructor, ⮐
               takes arguments
16         //Getters
17         int getID();
18         int getAge();
19         //Functions
20         void displayBlood(); //Prints out information on the patient's blood    ⮐
               type
21  };
22
23  //Constructors
24  Patient::Patient() { //Default contructor
25      patientID = 0;
26      age = 0;
27      bloodData = BloodData();
28  }
29  Patient::Patient(int id, int a, char rh, string bloodType) { //Overload of the  ⮐
        default constructor, takes arguments
30      patientID = id;
31      age = a;
32      bloodData = BloodData(rh, bloodType);
33  }
34  //Getters
35  int Patient::getID() {
36      return patientID;
37  }
38  int Patient::getAge() {
39      return age;
40  }
41  //Functions
42  void Patient::displayBlood() { //Prints out information on the patient's blood   ⮐
        type
43      cout << "Blood Type: " << bloodData.getBloodType() << bloodData.getRH() <<   ⮐
          endl;
44  }
```

```
45
46  #endif // !PATIENT_H
47
```