```cpp
1  #pragma once
2  #ifndef BLOODDATA_H
3  #define BLOODDATA_H
4
5  #include <string>
6
7  using namespace std;
8
9  class BloodData { //Tracks blood type and the rh factor
10     private:
11         char rhFactor;
12         string bloodType;
13     public:
14         //Constructors
15         BloodData(); //Default contructor
16         BloodData(char, string); //Overload of the default contructor, takes
             arguments
17         //Getters
18         char getRH();
19         string getBloodType();
20 };
21
22 BloodData::BloodData() { //Default constructor
23     rhFactor = '+';
24     bloodType = "O";
25 }
26
27 BloodData::BloodData(char rh, string bt) { //Overload of the default contructor,
       takes arguments
28     rhFactor = rh;
29     bloodType = bt;
30 }
31
32 char BloodData::getRH() {
33     return rhFactor;
34 }
35
36 string BloodData::getBloodType() {
37     return bloodType;
38 }
39
40 #endif // !BLOODDATA_H
41
```