**Booking.h**

#pragma once

class Booking

{

  private:

int bookingId;

int employeeid;

char timeslot;

int examinationid;

char examinationname;

char paymentslip;

Employee\* Employee;

Examination \* exam;

public:

Booking();

Booking(int bid, int eid, char time, char exid,char ename,char pslip,);

void confirmbooking();};

**Booking.cpp**

//Implementation part

#include<iostream>

#include"Booking.h"

#include<cstring>

using namespace std;

Booking::Booking(){

}

Booking::Booking(int bid, int eid, char time, char exid,char ename,char pslip,)

{

bookingId=bid

employeeid=eid

timeslot=time

examinationid=exid

examinationname=ename

paymentslip=pslip

}

void Booking:: confirmbooking ()

{

}

Booking::~Booking()

{

}

**Payment.h**

#pragma once

class Payment

{

protected:

int paymentid;

int employeeid;

char cardename;

float date;

int cvc

public:

Payment()

Payment(int pid,int eid,char cname,float pdate,int ccvc);

void confirmpay();

void addbook();

~Payment();

};

**Payment.cpp**

//Implementation part

#include<iostream>

#include<cstring>

#include"Payment.h"

using namespace std;

Payment::Payment(){

paymentid=0;

employeeid=0;

strcpy\_s(cardename, "");

date=0;

cvc=0;

}

Payment::Payment(int pid,int eid,char cname,float pdate,int ccvc){

Paymentid=pid;

Employeeid=eid;

strcpy\_s(cardename, cname);

date=pdate;

cvc=ccvc;}

void Payment:: confirmpay ()

{

}

void Payment:: addbook ()

{

}

Payment::~Payment()

{}