**Administration.h**

#program once

class Administration: Public Employee

{

  protected:

int administrationid;

char Name[10];

char Email[20];

Session \*session;

public:

Administration();

Administration(int adminid, char aname[10], char aemail[20]);

void Addexam();

void updateexam();

void deleteexam();

void tracksession()

void chkfeedback();

};

**Administration.cpp**

//Implementation part

#include "Administration.h"

#include <iostream>

#include <iomanip>

#include <cstring>

using namespace std;

Administration:: Administration () {

administrationid = 0;

strcpy\_s(Name, "");

strcpy\_s(Email, "");

}

Administration:: Administration (int adminid, char aname[10], char aemail[20]){

 administrationid  = adminid;

strcpy\_s(Name, aname);

strcpy\_s(Email, aemail);

}

void Administration:: Addexam(){}

void Administration:: updateexam(){}

void Administration:: deleteexam(){}

void Administration:: tracksession(){}

void Administration:: chkfeedback(){}

Administration::~ Administration (){}

**Sessions.h**

#pragma once

class Sessions

{

private:

int sessionid;

int employeeid;

char email[20];

char name[20];

char log[20];

Administrations\* admin[10];

 public:

Features();

Features(int sessionid,int employeeid,char email[20],char name[20],char log[20]);

void showsession();

~Session();

};

**Sessions.cpp**

//Implementation part

#include<iostream>

#include<cstring>

#include"Sessions.h"

using namespace std;

Sessions::Sessions(int sessionid,int employeeid,char email[20],char name[20],char log[20])

{

Sessionid= sessionid;

Employeeid= employeeid;

strcpy(email, email);

strcpy(name, name);

strcpy(log, log);

}

void Sesions::showsession()

{

}

Sessions::~Sessions()

{

}