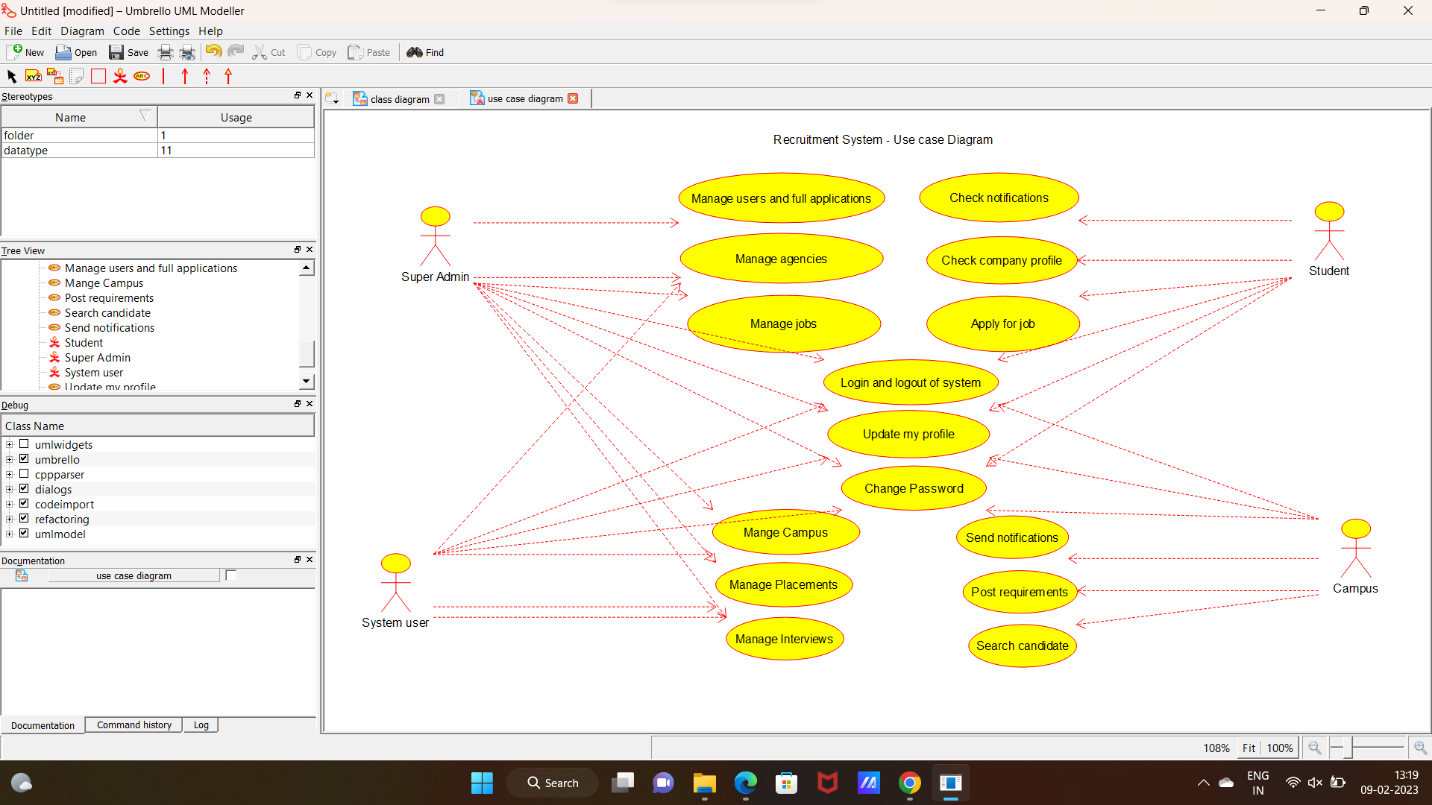
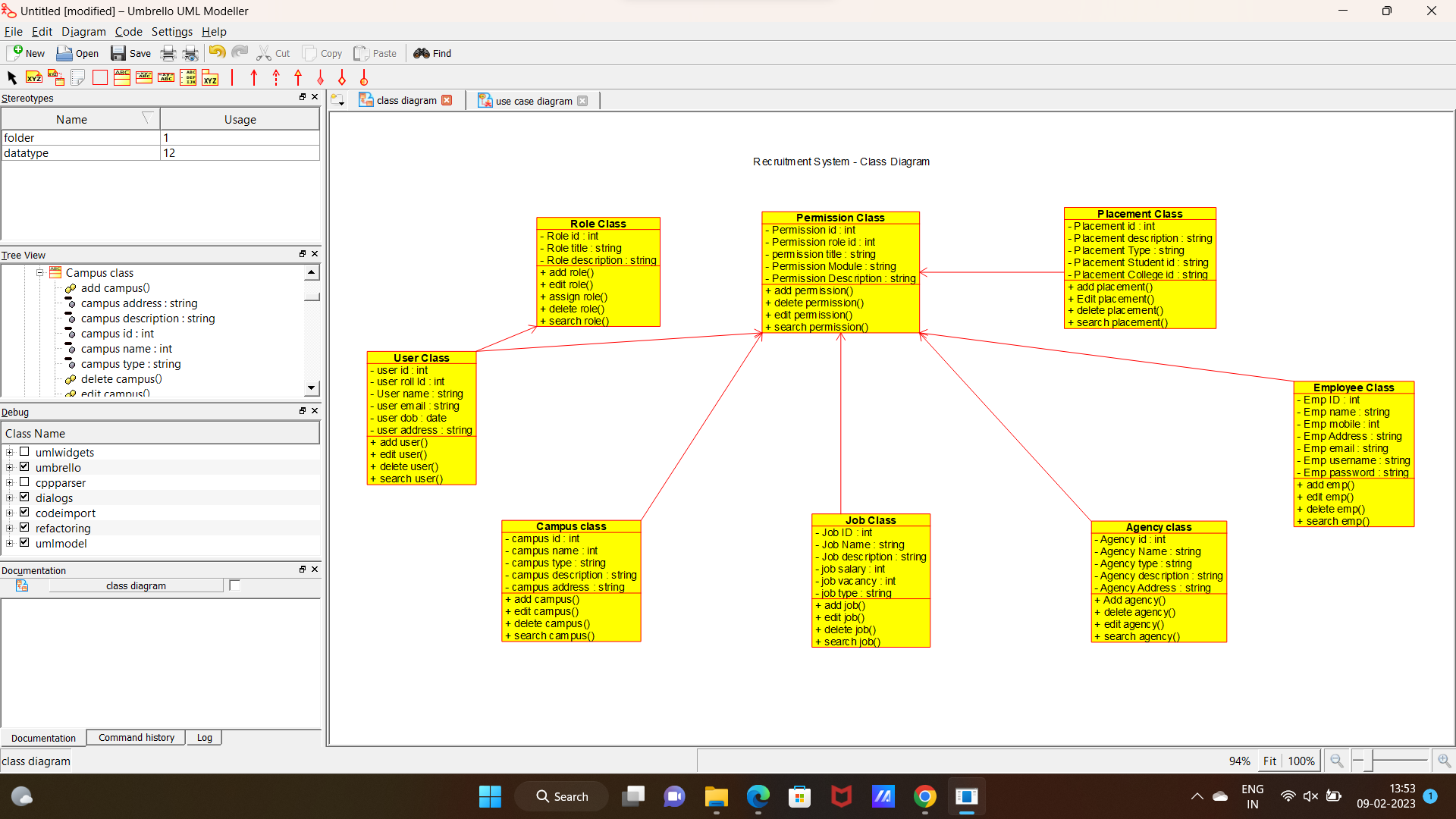
10 – RECRUITMENT SYSTEM

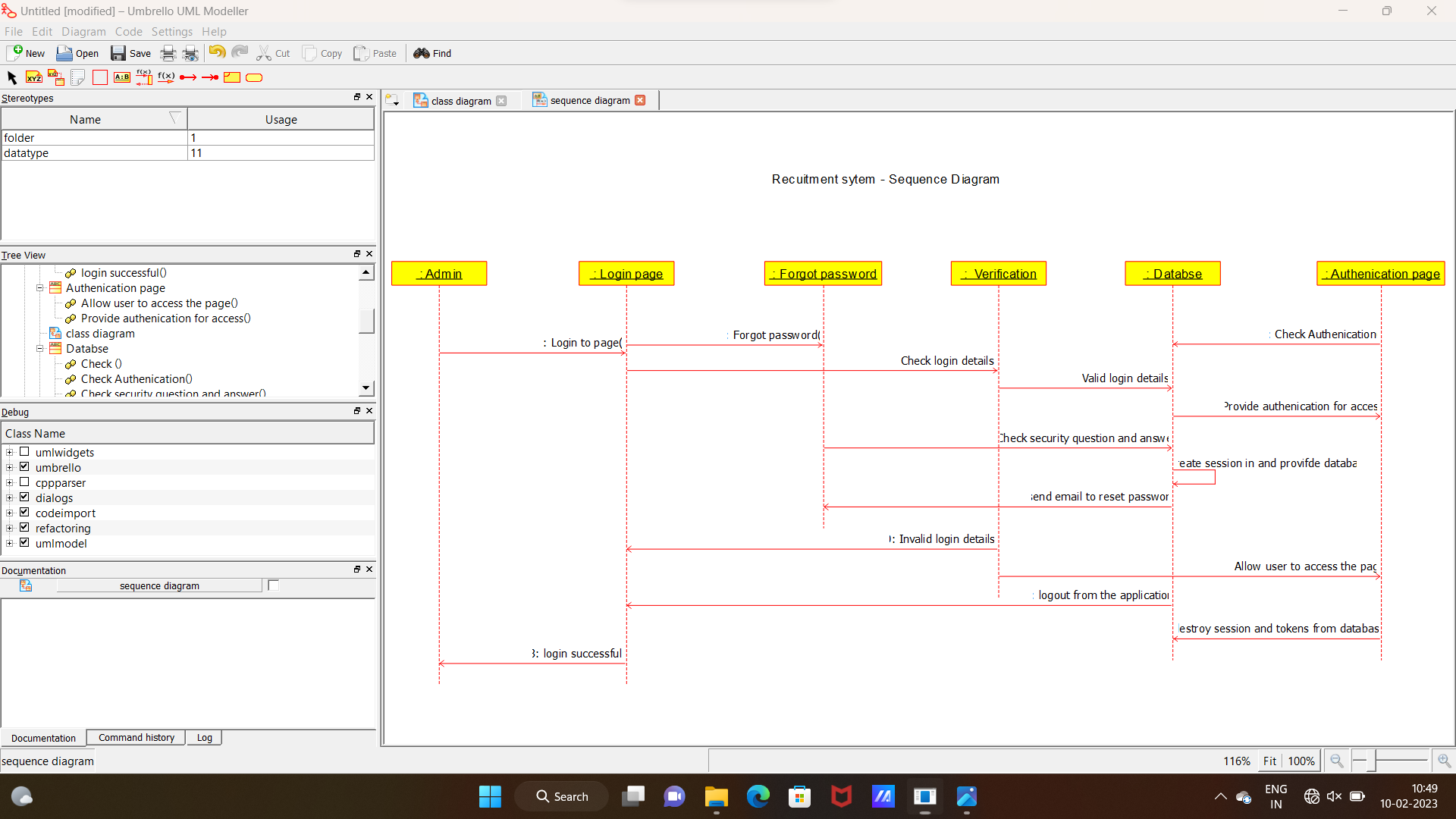
USE CASE DIAGRAM:



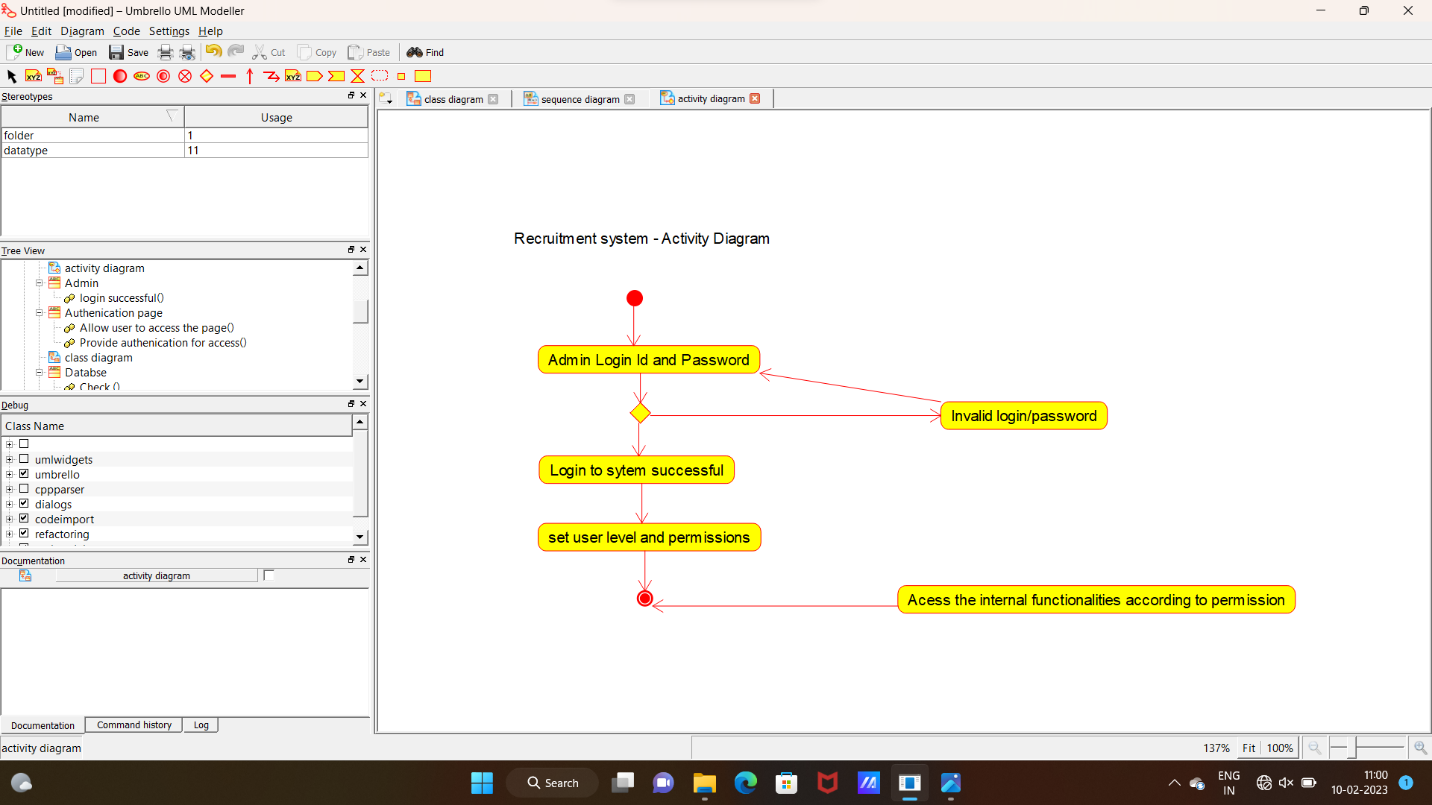
CLASS DIAGRAM:



SEQUENCE DIAGRAM:



ACTIVITY DIAGRAM:



**CODE:**

ADMIN:

#include "Admin.h"

// Constructors/Destructors

//

Admin::Admin () {

}

Admin::~Admin () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

CLASS:

#include "Agency\_class.h"

// Constructors/Destructors

//

Agency\_class::Agency\_class () {

initAttributes();

}

Agency\_class::~Agency\_class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Agency\_class::initAttributes () {

}

AUTHENICATION PHASE:

#include "Authenication\_Phase.h"

// Constructors/Destructors

//

Authenication\_Phase::Authenication\_Phase () {

}

Authenication\_Phase::~Authenication\_Phase () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

CAMPUS CLASS:

#include "Campus\_class.h"

// Constructors/Destructors

//

Campus\_class::Campus\_class () {

initAttributes();

}

Campus\_class::~Campus\_class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Campus\_class::initAttributes () {

}

#include "Database.h"

// Constructors/Destructors

//

Database::Database () {

}

Database::~Database () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

DATE:

#include "date.h"

// Constructors/Destructors

//

date::date () {

}

date::~date () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

EMPLOYEE CLASS:

#include "Employee\_Class.h"

// Constructors/Destructors

//

Employee\_Class::Employee\_Class () {

initAttributes();

}

Employee\_Class::~Employee\_Class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Employee\_Class::initAttributes () {

}

FORGOT PASSWORD:

#include "Forgot\_Password.h"

// Constructors/Destructors

//

Forgot\_Password::Forgot\_Password () {

}

Forgot\_Password::~Forgot\_Password () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

JOB CLASS:

#include "Job\_Class.h"

// Constructors/Destructors

//

Job\_Class::Job\_Class () {

initAttributes();

}

Job\_Class::~Job\_Class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Job\_Class::initAttributes () {

}

LOGIN PAGE:

#include "Login\_Page.h"

// Constructors/Destructors

//

Login\_Page::Login\_Page () {

}

Login\_Page::~Login\_Page () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

PERMISSION CLASS:

#include "Permission\_Class.h"

// Constructors/Destructors

//

Permission\_Class::Permission\_Class () {

initAttributes();

}

Permission\_Class::~Permission\_Class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Permission\_Class::initAttributes () {

}

PLACEMENT CLASS:

#include "Placement\_Class.h"

// Constructors/Destructors

//

Placement\_Class::Placement\_Class () {

initAttributes();

}

Placement\_Class::~Placement\_Class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Placement\_Class::initAttributes () {

}

ROLE CLASS:

#include "Role\_Class.h"

// Constructors/Destructors

//

Role\_Class::Role\_Class () {

initAttributes();

}

Role\_Class::~Role\_Class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Role\_Class::initAttributes () {

}

USER CLASS:

#include "User\_Class.h"

// Constructors/Destructors

//

User\_Class::User\_Class () {

initAttributes();

}

User\_Class::~User\_Class () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void User\_Class::initAttributes () {

}

VERIFICATION CLASS:

#include "Verification.h"

// Constructors/Destructors

//

Verification::Verification () {

}

Verification::~Verification () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//