```cpp
#ifndef BLOODDATA_H
#define BLOODDATA_H
#include <iostream>//Used here so that the other files do not need them re-typed
#include <string>
using namespace std;
//This class will store the user's blood type as a string and char but combine them as a string
class BloodData
{
private:
    string blood_type;//For type of blood like AB, A, B, O
    char RhFactor;//For the factor of + or -
public:
    BloodData()//This constructor sets default values for both variables
    {
        blood_type = "O";//Sets default value to variable
        RhFactor = '+';//Sets default value to variable
    }
    BloodData(char rF, string bt)//Overloaded constructor where parameters overload
    {                               //the default O and +
        RhFactor = rF;//Variable to overload default, O
        blood_type = bt;//Variable to overload default, +
    }
    string bloodType()//This function puts both inputs as one whole string
    {
        return (blood_type + RhFactor);//Combines the string and char to make one string
    }
};
#endif // !BLOODDATA_H
```

```cpp
#ifndef PATIENT_H
#define PATIENT_H
#include "BloodData.h"//Includes the data from the previous header in BloodData
//This class pertains to the patient's information where the blood type is attained
//from the BloodData header file
class Patient
{
private:
    int ID_number;//The patients ID
    int age;//The patients age
    BloodData patientBT;//Uses the data from the other header's class
public:
    Patient()//Default constructor
    {
        ID_number = 0;
        age = 0;
    }
    Patient(int ID, int a, char rf, string bt) : patientBT(rf,bt)
    {//Overloaded constructor that references the overloeaded contstructor from the other header file
        ID_number = ID;//Overloaded ID number
        age = a;//Overloaded age number
    }
    int getID()//Gets the ID number that has been entered
    {
        return ID_number;//Returns the ID number; displays it/hoolds it
    }
    int getAge()//Gets the age that has been entered
    {
        return age;//Returns the age; displays it/holds it
    }
    void displayBlood()//Displays the patients blood type
    {
        cout << "Blood Type: " << patientBT.bloodType() << endl;//Uses the function from the other class(header file)
    }                                                           //to attain the blood type
};
#endif // !PATIENT_H
```

```cpp
/*
Daniel Avila March 11th 2020 Section 19
Lab 6: Composition and Header Files
Description: In this lab, creating two different header files for two different classes was needed
Description: and using composition syntax to integrate one header into another and both in main.
*/
#include "Patient.h"//To implement the header Patient which has the #includes and the other header file

int main()
{
    Patient Timmy;
    cout << "Patient ID: " << Timmy.getID() << endl;
    cout << "Patient Age: " << Timmy.getAge() << endl;
    Timmy.displayBlood();

    Patient Spike(1337, 19, '-', "AB");
    cout << "Patient ID: " << Spike.getID() << endl;
    cout << "Patient Age: " << Spike.getAge() << endl;
    Spike.displayBlood();

    system("pause>nul");
    return 0;
}
```