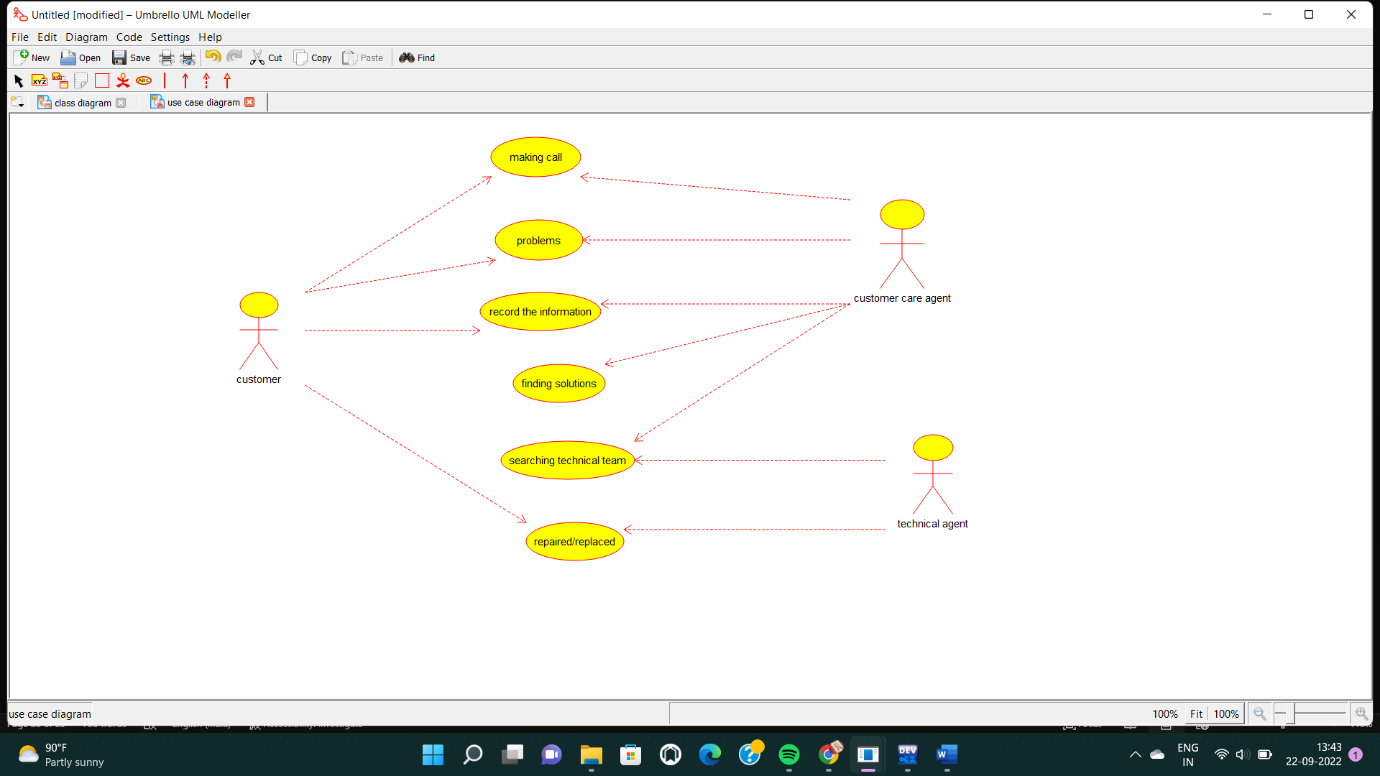
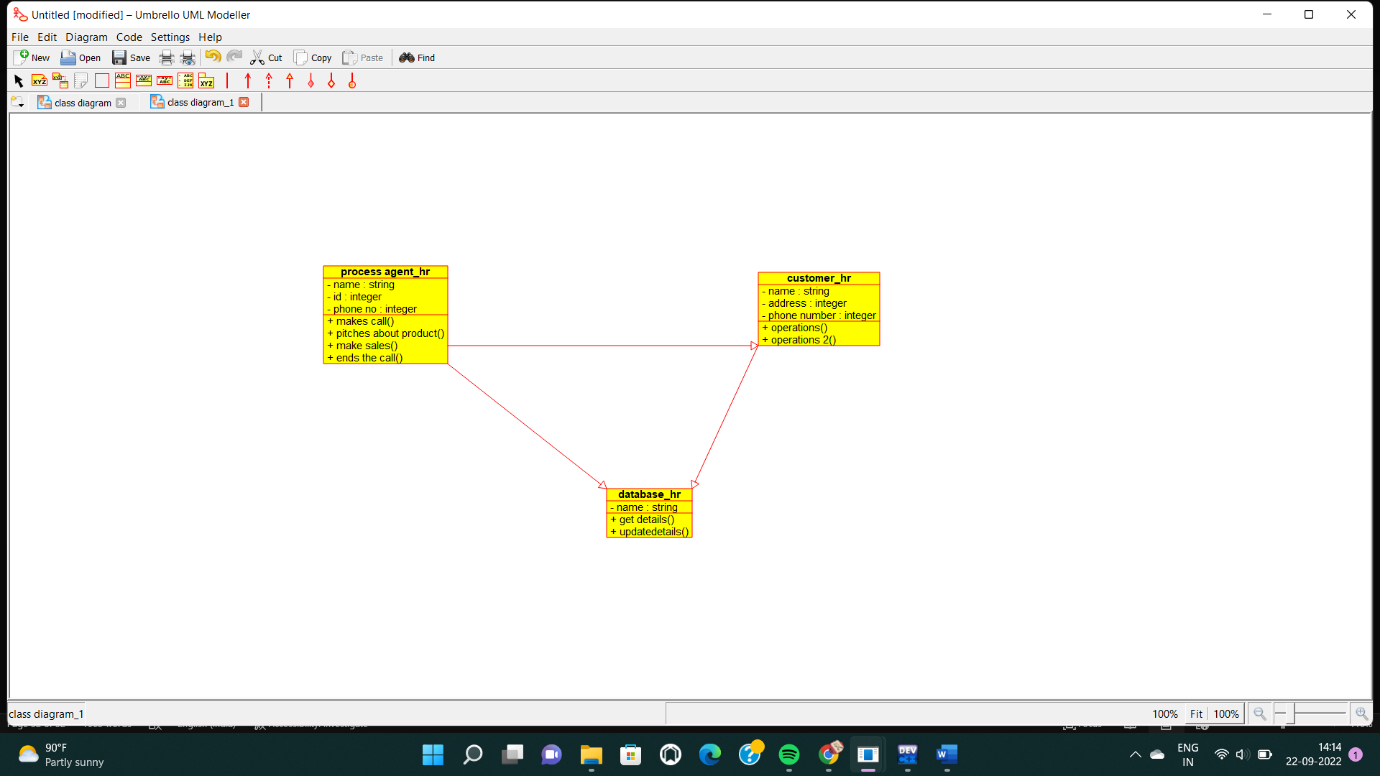
13.BOP management system

Use case diagram



Class diagram



Source code

#include "candidate\_information.h"

// Constructors/Destructors

//

candidate\_information::candidate\_information () {

initAttributes();

}

candidate\_information::~candidate\_information () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void candidate\_information::initAttributes () {

}