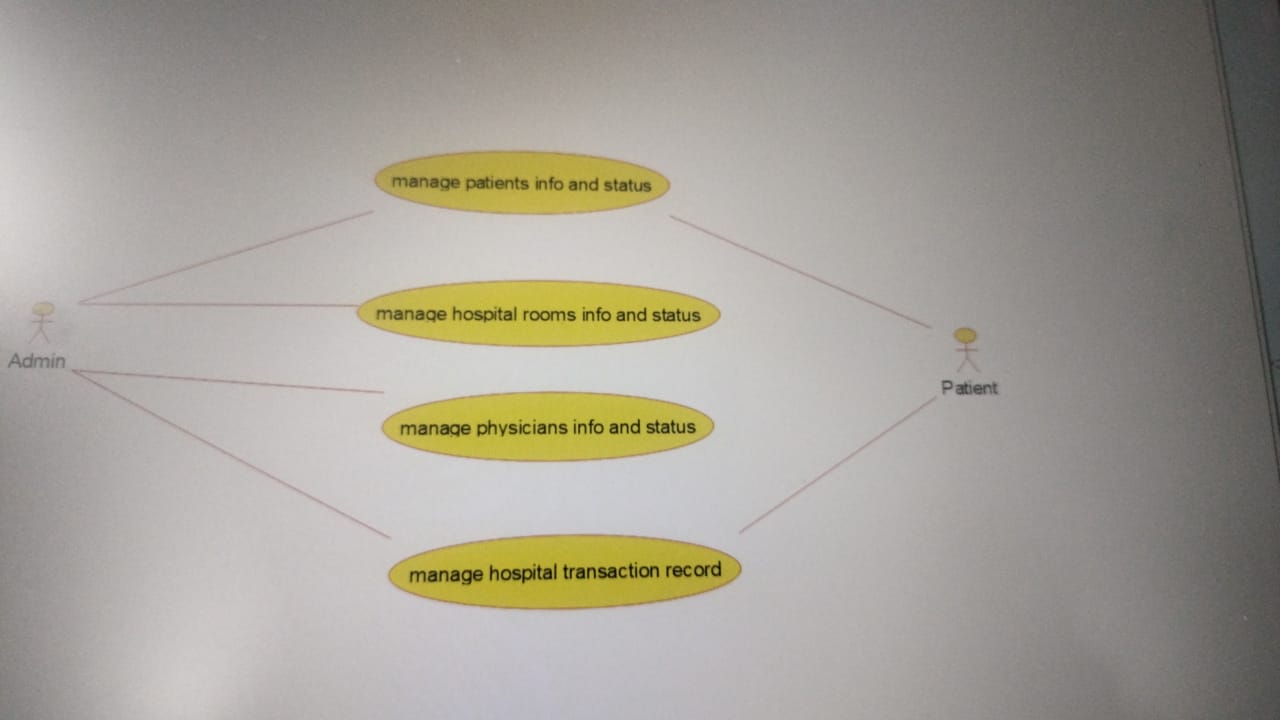
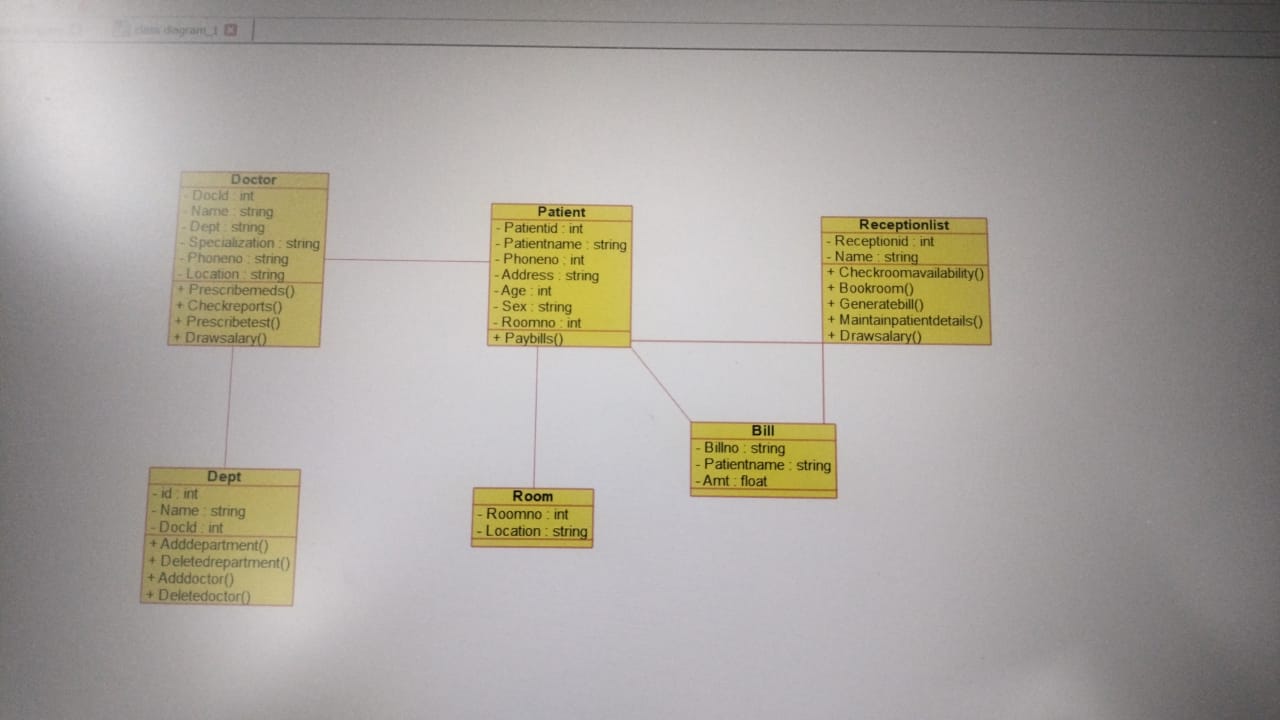
21.hospital management system

Use case disgram



Class diagram



Source code

#ifndef BILL\_H

#define BILL\_H

#include <string>

#include vector

/\*\*

\* class Bill

\*

\*/

class Bill

{

public:

// Constructors/Destructors

//

/\*\*

\* Empty Constructor

\*/

Bill ();

/\*\*

\* Empty Destructor

\*/

virtual ~Bill ();

// Static Public attributes

//

// Public attributes

//

// Public attribute accessor methods

//

// Public attribute accessor methods

//

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

string Billno;

string Patientname;

float Amt;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of Billno

\* @param new\_var the new value of Billno

\*/

void setBillno (string new\_var) {

Billno = new\_var;

}

/\*\*

\* Get the value of Billno

\* @return the value of Billno

\*/

string getBillno () {

return Billno;

}

/\*\*

\* Set the value of Patientname

\* @param new\_var the new value of Patientname

\*/

void setPatientname (string new\_var) {

Patientname = new\_var;

}

/\*\*

\* Get the value of Patientname

\* @return the value of Patientname

\*/

string getPatientname () {

return Patientname;

}

/\*\*

\* Set the value of Amt

\* @param new\_var the new value of Amt

\*/

void setAmt (float new\_var) {

Amt = new\_var;

}

/\*\*

\* Get the value of Amt

\* @return the value of Amt

\*/

float getAmt () {

return Amt;

}

private:

void initAttributes () ;

};

#endif // BILL\_H