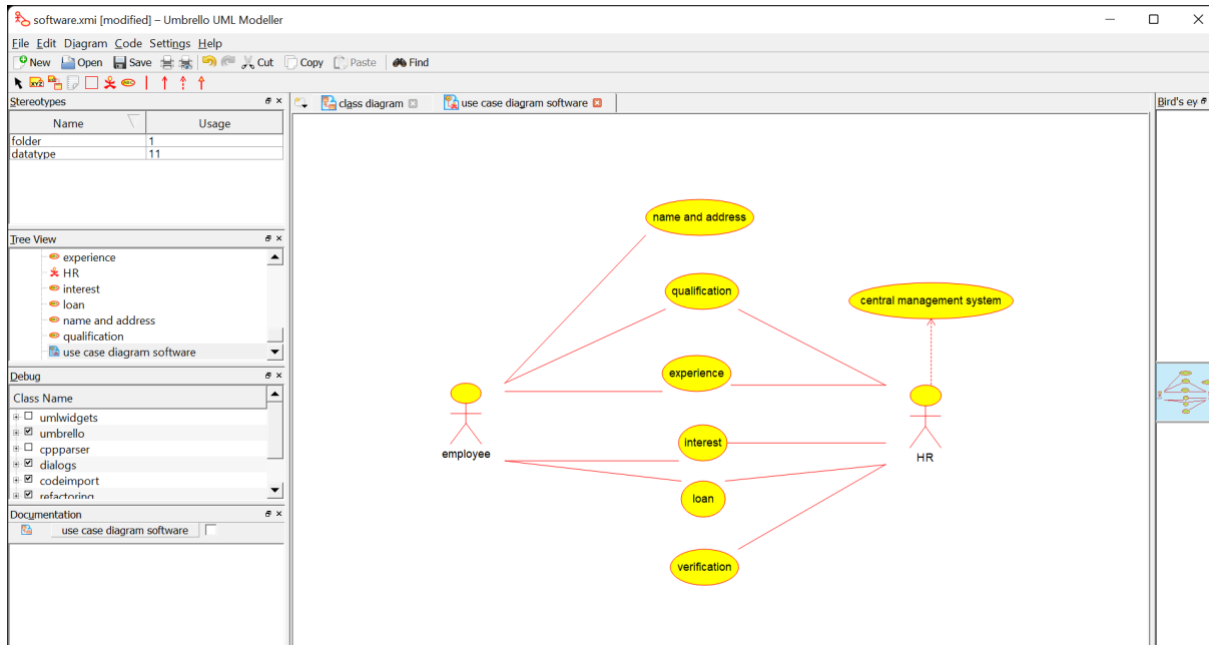


# SOFTWARE PERSONNEL MANAGEMENT SYSTEM

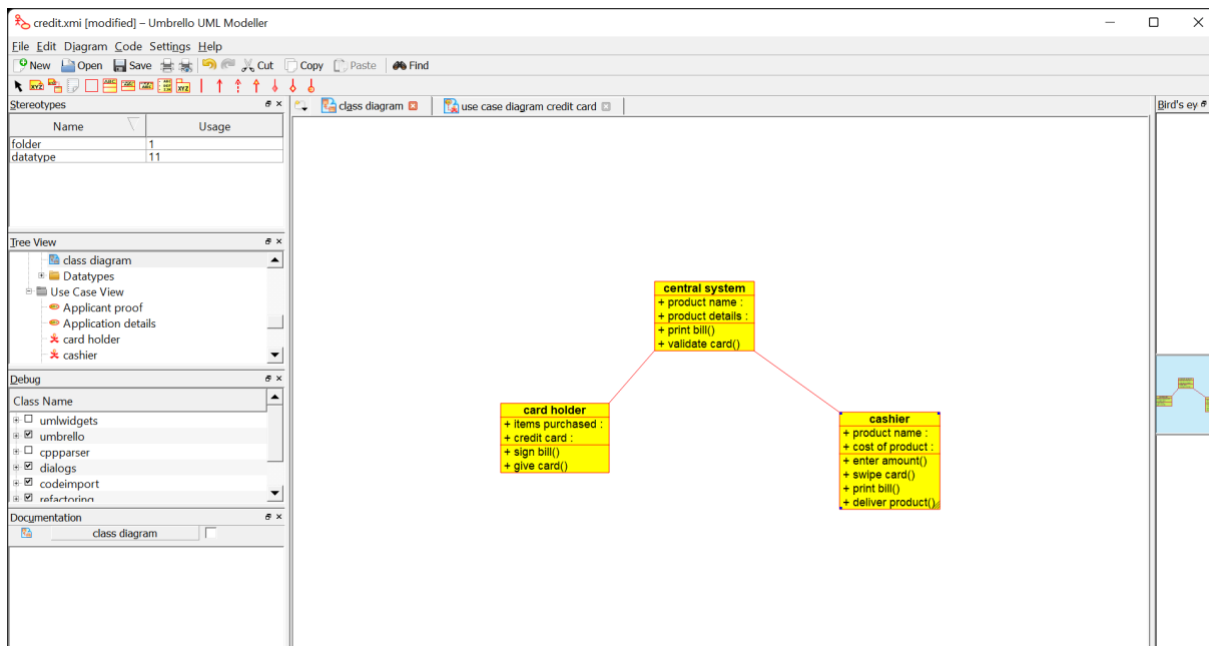
K.V.Sai Sanjana

192011124

Usecase diagram:



Class diagram:



Code generator:

C++:

```
#include "central_management_system1.h"

// Constructors/Destructors

//
central_management_system1::central_management_system1 () {
initAttributes();
}
central_management_system1::~~central_management_system1 () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void central_management_system1::initAttributes () {
}

#include "employee1.h"

// Constructors/Destructors

//
employee1::employee1 () {
initAttributes();
}
employee1::~~employee1 () { }

//

// Methods

//

// Accessor methods

//
```

```
// Other methods
//
void employee1::initAttributes () {
}
#include "HR.h"
// Constructors/Destructors
//
HR::HR () {
initAttributes();
}
HR::~~HR () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void HR::initAttributes () {
}
```