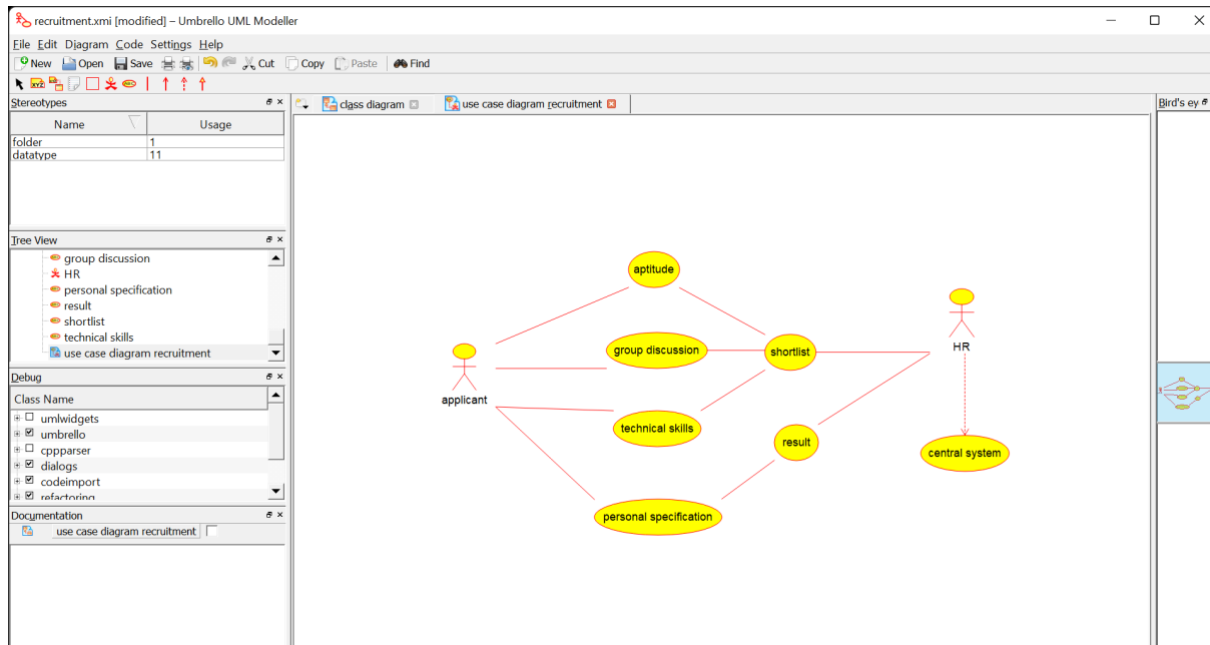


# RECRUITMENT SYSTEM

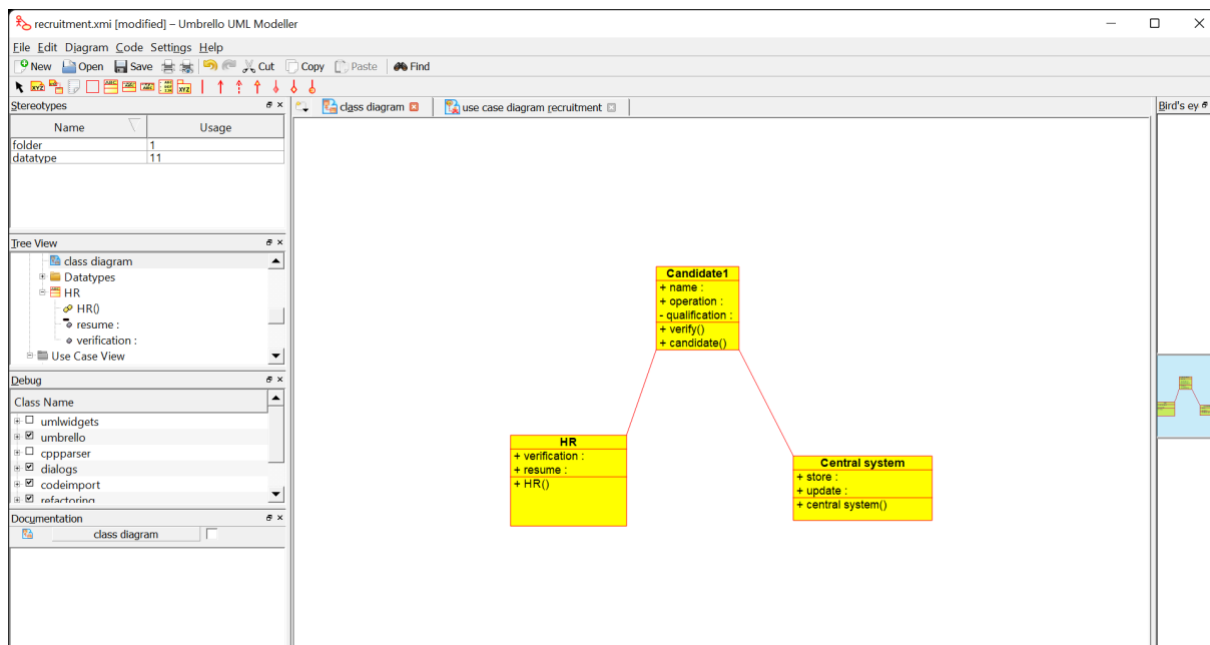
K.V.Sai Sanjana

192011124

Usecase diagram:



Class diagram:



Code generation:

C++:

```
#include "Central_system.h"

// Constructors/Destructors

//

Central_system::Central_system () {

initAttributes();

}

Central_system::~~Central_system () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Central_system::initAttributes () {

}

#include "Candidate1.h"

// Constructors/Destructors

//

Candidate1::Candidate1 () {

initAttributes();

}

Candidate1::~~Candidate1 () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//
```

```
void Candidate1::initAttributes () {  
    }  
#include "HR.h"  
// Constructors/Destructors  
//  
HR::HR () {  
    initAttributes();  
}  
HR::~~HR () { }  
//  
// Methods  
//  
// Accessor methods  
//  
// Other methods  
//  
void HR::initAttributes () {  
    }
```