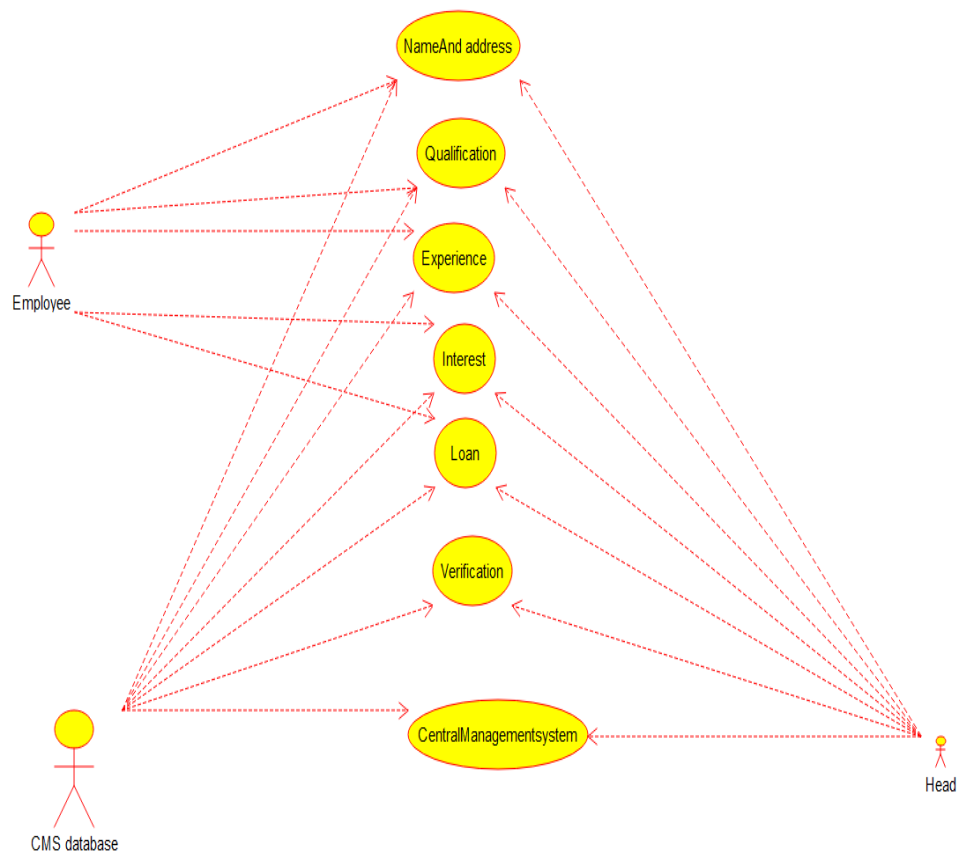
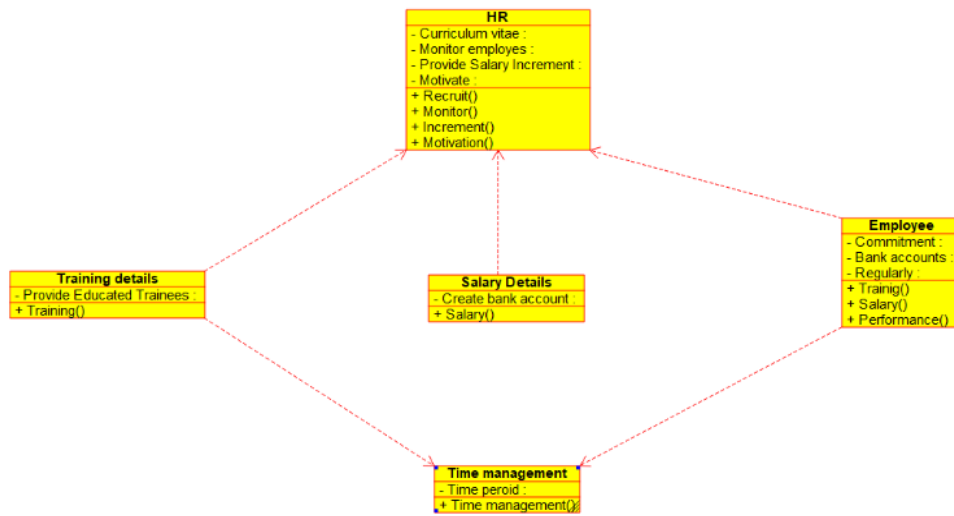


# SOFTWARE PERSONNEL MANAGEMENT SYSTEM

Use case diagram



# Class diagram



# Coding

```
#ifndef HR_H
#define HR_H

#include <string>

/**
 * class HR
 *
 */

class HR
{
public:

    // Constructors/Destructors
    //

    /**
     * Empty Constructor
     */
    HR ();

    /**
     * Empty Destructor
     */
    virtual ~HR ();

    // Static Public attributes
    //
```

```
// Public attributes
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
/**
```

```
*/
```

```
void Recruit ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void Monitor ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void Increment ()
```

```
{
```

```
}
```

```
/**  
 */  
void Motivation ()  
{  
}
```

protected:

```
// Static Protected attributes  
//
```

```
// Protected attributes  
//
```

public:

```
// Protected attribute accessor methods  
//
```

protected:

public:

```
// Protected attribute accessor methods  
//
```

protected:

private:

// Static Private attributes

//

// Private attributes

//

void Curriculum\_vitae;

void Monitor\_employees;

void Provide\_Salary\_Increment;

void Motivate;

public:

// Private attribute accessor methods

//

private:

public:

// Private attribute accessor methods

//

/\*\*

\* Set the value of Curriculum\_vitae

\* @param new\_var the new value of Curriculum\_vitae

\*/

void setCurriculum\_vitae (void new\_var) {

Curriculum\_vitae = new\_var;

```
}
```

```
/**
```

```
 * Get the value of Curriculum_vitae
```

```
 * @return the value of Curriculum_vitae
```

```
 */
```

```
void getCurriculum_vitae () {
```

```
    return Curriculum_vitae;
```

```
}
```

```
/**
```

```
 * Set the value of Monitor_employees
```

```
 * @param new_var the new value of Monitor_employees
```

```
 */
```

```
void setMonitor_employees (void new_var) {
```

```
    Monitor_employees = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of Monitor_employees
```

```
 * @return the value of Monitor_employees
```

```
 */
```

```
void getMonitor_employees () {
```

```
    return Monitor_employees;
```

```
}
```

```
/**
```

```
 * Set the value of Provide_Salary_Increment
```

```
 * @param new_var the new value of Provide_Salary_Increment
```

```
 */
```

```
void setProvide_Salary_Increment (void new_var) {
```

```
    Provide_Salary_Increment = new_var;
```

```
}
```

```
/**
 * Get the value of Provide_Salary_Increment
 * @return the value of Provide_Salary_Increment
 */
void getProvide_Salary_Increment () {
    return Provide_Salary_Increment;
}
```

```
/**
 * Set the value of Motivate
 * @param new_var the new value of Motivate
 */
void setMotivate (void new_var) {
    Motivate = new_var;
}
```

```
/**
 * Get the value of Motivate
 * @return the value of Motivate
 */
void getMotivate () {
    return Motivate;
}
```

private:

```
void initAttributes () ;
```

```
};
```

```
#endif // HR_H
```