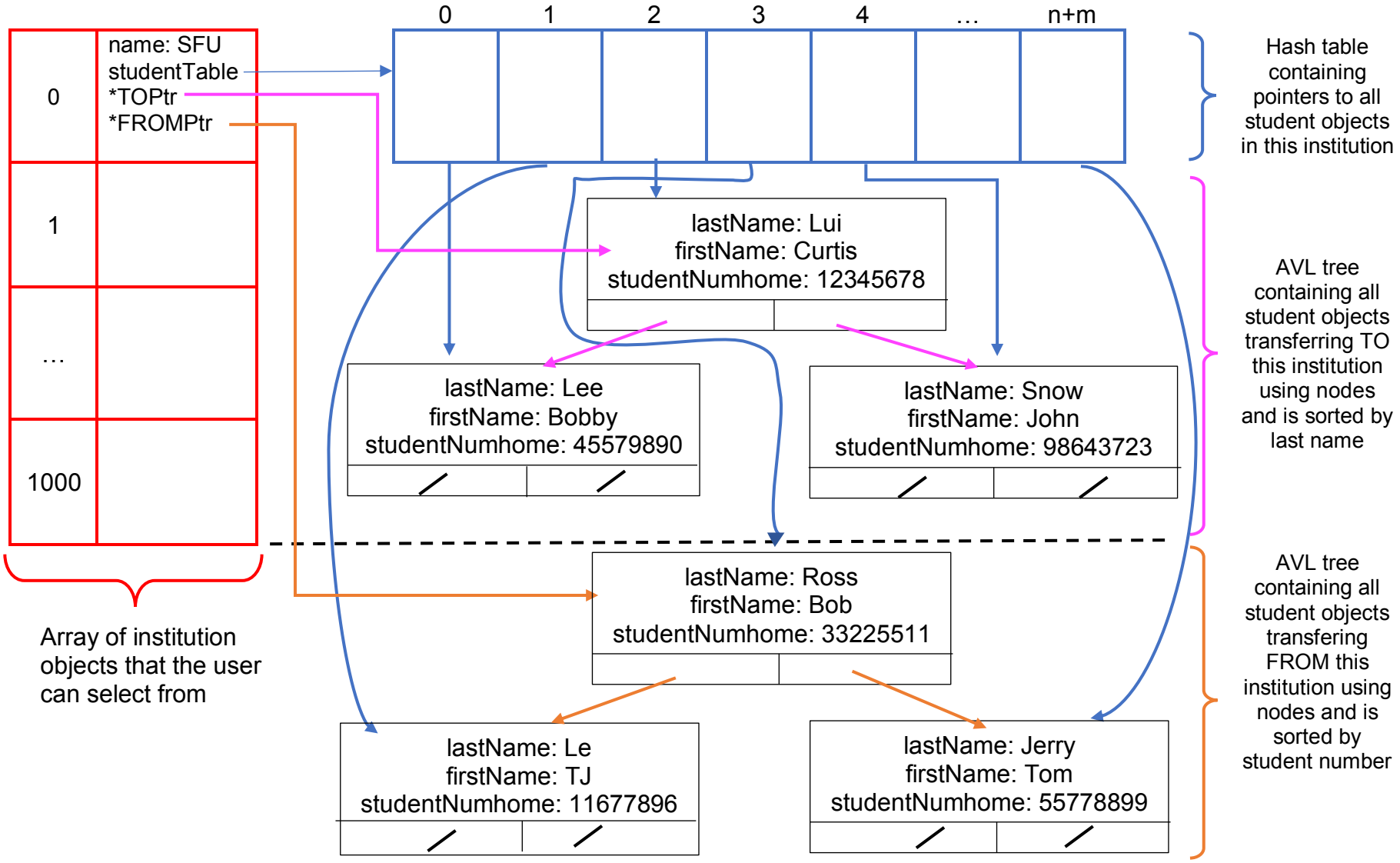
Part 1 – Design

1.



```
/*
 * Institution.h
 *
 * Class Definition:
 *
 * Created on:  March 2019
 * Author:    Curtis Lui
 *
 */

#include <string>
#include "Student.h"
#include "Node.h"

using namespace std;

const int MAX_NUM_STUDENTS = 4000000;

class Institution
{
  private:
    string name;
    string mailAddress;
    string regOffEmail;
    string regOffPhonenum;

    Node<Student> *TOptr;
    Node<Student> *FROMptr;
    Node<Student> *studentTable[MAX_NUM_STUDENTS];

    unsigned int numTransIn;
    unsigned int numTransOut;
}; // End of Institution
```

```
/*
 * Student.h
 *
 * Class Definition:
 *
 * Created on:  March 2019
 * Author:    Curtis Lui
 *
 */

#include <string>

using namespace std;

class Student
{
  private:
    string lastName;
    string firstName;
    string mailAddress;
    string email;
    string phoneNumber;
    string homeInstitution;
    string studentNumhome;
    string transInstitution;
    string applyFaculty;
    string applyProgram;

}; // End of Student
```