Room

#RoomNo = 0:int

#number_of_Beds = 30:int

#number_of_Doctors = 3:int

#DoctorData[3]:Doctor

#PatientData[30]:Patient

#NursesData[10]:Nurse

+Room()

InputDoctorData(char option): void

InputPatientData(Room room[], char option): void

ModifyPatientData(Room room[], char option, char choice): void

modifydoctordata(Room room[], char option, char choice): void

InputNurseData(Room room[], char option): void

ModifyNurseData(Room room[], char option, char choice): void

ImportRoomFiles(char option): void

~Room()

QuarantineCenter

#Location: static string

#static string centerid: static string

#static string contactnumber: static string

#Room RoomData[3]:

#adminpassword: static string

#string userpassword:string

+QuarantineCenter()

+CenterData():void

+inputcenterdata():void

+exportcenterdata(): void

+importcenterdata(): void

+checkadminpass(string pass): bool

+checkuserpass(string pass): bool

+setuserpass(): void

+setadminpass(): void

+displaycenterdata(): void

+InputDoctors(char option)

+searchDoctor(char option, char choice): void

+InputPatient(char option): void

+searchPatient(char option, char choice): void

+InputNurse(char option): void

+searchNurse(char option, char choice): void

+ImportAllFiles(char option): void

Person

#id:string

#name:string

#age:string

#gender:string

#bloodgroup:string

+personType()

+SetPersonDataa()=0:virtual void

Doctor

#doctorspeciality:sting

#roomno:string

+Doctor()

+SetPersonData(string iid, string iname, string icnic, string igender, string ibloodgroup)

InputSingleDoctor(Doctor** Doc, int numberofdocs, char option)

+InputAllDoctors(Doctor** Doc, int numberofdocs, char option)

+DoctorUniqueId(Doctor** Docs, int numofdocs, string tempid)

+SearchDoctor(Doctor** Doc, int numberofdocs, char option, char choice)

+ExportDoctorsData(Doctor** Doc, int numberofdocs, char option)

+ImportDoctorsData(Doctor** Doc, int numberofdocs, char option)

+DisplaySingleDoctor()

+DisplayAllDoctors(Doctor** Doc, int numberofdocs)

+~Doctor() {}

Nurse

NurseRoomNo:int

NurseRole:string

NursesInRoom_1: static int

NursesInRoom_2: static int

NursesInRoom_3: static int

Nurse();

SetPersonData(string iid, string iname, string icnic, string igender, string ibloodgroup)

setNurseData(string iid, string iname, string icnic, string igender, string ibloodgroup)

InputSingleNurse(Nurse **NurseData, char option)

NurseIdUnique(Nurse** NurseData, string tempid, int numofNurses)

SearchNurse(Nurse** NurseData, char option, char choice)

ImportTotalNurses(Nurse** NurseData);

ExportTotalNurse(Nurse** NurseData);

ImportNursesData(Nurse** NurseData, char option);

ExportNurseData(Nurse** NurseData, int data, char option);

NurseAdd(Nurse** NurseData, int data, char option);

NurseDelete(Nurse** NurseData, int start, int data, char option);

DisplayNurseData(char option);

DisplayAllNurses(Nurse** NurseData, int numberofdocs);

Patient

#patientbedno

#patientroomno

#totalbeds = 30

#ReservedBedsRoom_1

#ReservedBedsRoom_2

#ReservedBedsRoom_3

#admit_date:char

#discharge_date:char

+Patient()

+SetPersonData(string iid, string iname, string icnic, string igender, string ibloodgroup)

+InputSinglePatient(Patient**patientdata, char option)

+PatientIdUnique(Patient** patient, string tempid, int numofpatients)

+SearchPatient(Patient **patientdata, char option, char choice)

+ImportTotalReservedBeds(Patient** patientdata)

+ExportTotalReservedBeds(Patient** patientdata)

+ImportPatientsData(Patient** patientdata, char option)

+ExportPatientsData(Patient** patientdata, int data, char option)

+PatientAdmit(Patient** patientdata, int data, char option)

+PatientDischarged(Patient** patientdata, int start, int data, char option)

+DisplayPatientData(char option)

+DisplayAllPatients(Patient** patientdata, int numberofdocs)

~Patient()

Corona

#CurrentTest: char*

#PreviousTest: char*

#TestResult: string

#now = time(0): time_t

+Corona():

+inputTest(): void

+ReturnResult():void

+displayTest():void

GeneralWard

Diseasename:string

+GeneralWard()

+InputDisease():void

+DisplayDisease():void