Class Portal

```
protected:
        string name;
        int cnic;
        int phone;
public:
        Portal();
        Portal(string n,int c,int p);
        void show();
        void set_name(string n);
    void set_cnic(int c);
    void set_phone(int p);
    string get_name();
    int get_cnic();
    int get_phone();
        ~Portal();
```

Class Vitals

```
protected:
    int oxygen;
    int pulse;
    float BMI;
    int bloodp;
public:
    Vitals();
    void vital();
    ~Vitals();
    void setOxygen(int o);
    void setPulse(int p);
    void setBMI(float bmi);
    void setBloodPressure(int bp);
    int getOxygen();
    int getPulse();
    float getBMI();
    int getBloodPressure();
```

Inheritance

Inheritance

Class Smovement

```
protected:
        double move;
        string dis;
public:
        Smovement();
        void detect();
        double getMove() const;
    void setMove(double newMove);
    string getDis() const;
    void setDis(const string& newDis);
        ~Smovement();
```

Class Gmovement

```
protected:
        int steps;
        int position;
        int fall;
public:
        Gmovement();
        void gmovement();
        void setSteps(int steps);
    int getSteps() const;
    void setPosition(int position);
    int getPosition() const;
    void setFall(int fall);
    int getFall() const;
        ~Gmovement();
```

Inheritance

Inheritance

Class Appointment

```
protected:
        int i;
        int d;
        int time;
        int hour;
        int min;
        int sec;
        string set;
        string pres;
public:
        Appointment();
        void setI(int input);
        void setPre(string input);
        void setD(int input);
        void setTime(int input);
        void setHour(int input);
        void setMin(int input);
        void setSec(int input);
        void setSet(string input);
        string getSet();
        string getPre();
        int getI();
        int getD();
        int getTime();
        int getHour();
        int getMin();
        int getSec();
        void doctor();
        void select();
        void prescriptions(string b);
        void t();
        ~Appointment();
```
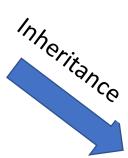
Inheritance

Inheritance

Class EHR

```
protected:
        string recom;
public:
EHR();
void writing1(Portal &P);
void writing2(Vitals &V,Gmovement &G,Smovement &S);
void writing3(Appointment &A);
void writing4(Appointment &A);
void writing5(Portal &P);
void writing6(Vitals &V,Gmovement &G,Smovement &S);
void writing7(Appointment &A);
void writing8(Appointment &A);
void setRecom(string input);
string getRecom();
void writing9();
void writing10(string recom);
void writing11(string recom);
void writing12(string recom);
void writing13(string recom);
void writing14(string recom);
void writing15(string recom);
void writing16(string recom);
void writing17(string recom);
void writing18(string recom);
void writing19(string recom);
~EHR();
```

Class RMC

```
protected:
        int u;
public:
        RMC();
        void reading1();
        void reading2();
        void history();
        void reading3();
        void reading4();
        void reading5();
        void reading6();
        void reading7();
        void reading8();
        void reading9();
        void reading10();
        void reading11();
        void reading12();
        void reading13();
        ~RMC();
```

Inheritance

Class Doctor

```
protected:
        string pass;
        int pin;
        int sel;
public:
        Doctor();
        Doctor(string pa,int pi);
        void setPassword(string
pa);
    void setPin(int pi);
    void setSel(int se);
    string getPassword();
    int getPin();
    int getSel();
        ~Doctor();
```