using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Collections;

namespace oops\_concepts

{

public class doctor

{

public int dr\_id { get; set; }

public string dr\_name { get; set; }

public string dr\_email { get; set; }

public int dr\_password { get; set; }

public int dr\_phone\_no { get; set; }

public string dr\_sex { get; set; }

public doctor(string dr\_name, int dr\_id, int dr\_password, int dr\_phone\_no, string dr\_email, string dr\_sex)

{

this.dr\_name = dr\_name;

this.dr\_id = dr\_id;

this.dr\_password = dr\_password;

this.dr\_phone\_no = dr\_phone\_no;

this.dr\_email = dr\_email;

this.dr\_sex = dr\_sex;

}

public void add\_dr()

{

}

public void remove\_dr()

{

}

public void Dislay\_dr()

{

}

public class patient

{

public int pat\_id { get; set; }

public string pat\_name { get; set; }

public string pat\_email { get; set; }

public int pat\_password { get; set; }

public string pat\_sex { get; set; }

public int pat\_phone\_no { get; set; }

public int age { get; set; }

public string blood\_group { get; set; }

public void doctor(string pat\_name, int pat\_id, int pat\_password, int pat\_phone\_no, string pat\_email, string pat\_sex, int age, string blood\_group)

{

this.pat\_name = pat\_name;

this.pat\_id = pat\_id;

this.pat\_password = pat\_password;

this.pat\_phone\_no = pat\_phone\_no;

this.pat\_email = pat\_email;

this.pat\_sex = pat\_sex;

this.age = age;

this.blood\_group = blood\_group;

}

public void add\_pat()

{

}

public void remove\_pat()

{

}

public void Dislay\_pat()

{

}

}

public class slot

{

public int dr\_id { get; set; }

public int pat\_id { get; set; }

public string Dise\_id { get; set; }

public int Date { get; set; }

public int Time { get; set; }

public int slot\_id { get; set; }

public slot(string Dise\_id, int dr\_id, int pat\_id, int Date, int Time,int slot\_id)

{

this.Dise\_id = Dise\_id;

this.dr\_id = dr\_id;

this.pat\_id = pat\_id;

this.Date = Date;

this.Time = Time;

this.slot\_id = slot\_id;

}

public void BookSlot()

{

}

}

public class Disease

{

public int Dise\_id { get; set; }

public string Dise\_name { get; set; }

public void add\_Dise()

{

}

}

public class feedback

{

public int dr\_id { get; set; }

public int pat\_id { get; set; }

public string pat\_feedback { get; set; }

public int feedback\_id { get; set; }

public int Date { get; set; }

public void giveFeedback()

{

}

public void showFeedback()

{

}

}

class CaseStudy

{

public static void Main(string[] args)

{

}

}

}

}