Assignment 2

IT company. Define the hierarchy of company employees where user ob each position has own responsibility. Your program should follow Composite and Facade design patterns. (You project should contains at least 3 departments). Create class project where you can add team members and start work, but responsibility of each person should be hidden by Proxy design pattern.

Flow of the application:
- Start project
- Add team members required in this project
- Run work of each person
- Finish work

REQUIREMENTS.

1. Use only standard compilers and libraries.
2. When coding, conventions on the design of the code for the corresponding language should be used - code convention.
3. Use the capabilities of OOP: classes, inheritance, polymorphism, encapsulation. Do not use the graphical interface! The application must be console.
4. Work with the console or the console menu should be minimal, since the MAIN OBJECTIVE of the TASK is to CHECK OOP PERCEPTION.
5. Transfer initialization data of objects using a constructor, function, or method (for example, for Java: Student ob = new Student (456543, 19, "Smith"); Or use database repositories
6. Provide only the source code of the application. In addition, it is possible to explain in a free but concise form what was done and why