**OOP Exercise-2 HandOut**

**Simple Console Application Development with Detailed Printer Class**

**Objective:**

Your task is to create a basic console application for a hiring management system. The application should enable users to log in, register, and perform specific tasks based on their roles (Admin or JobSeeker). Utilize the provided code snippets as a starting point and complete the missing parts.

**Requirements:**

**1. Application Setup:**

- Begin by creating a new C# console application.

**2. Define Enums:**

- Create two Enums:

- `ExperienceLevels` with values: Fresher, MidLevel, Senior.

- `Roles` with values: Admin, JobSeeker.

**3. Interfaces:**

- Implement two interfaces:

- `ILogin` with methods:

- `bool Login(string email, string password);`

- `void Register(User user);`

- `IMenu` with a method:

- `void DisplayMenu(object? publicManager = null);`

**4. User Class:**

- Implement the `User` class in the Models namespace with properties:

- `int Id`

- `string? FirstName`

- `string? LastName`

- `string Email`

- `string Phone`

- `string Password`

- `Roles Role`

**5. Job Class:**

- Implement the `Job` class in the Models namespace with properties:

- `int Id`

- `string Title`

- `ExperienceLevels ExperienceLevel`

- `string Company`

- `string Location`

- `string SalaryRange`

- `string JobType`

**6. Printer Class:**

- Implement the `Printer` class in the Utils namespace with methods:

a. `void Print(Job[] jobs);` - Formats and prints a list of jobs.

b. `void Print(User[] registrations);` - Formats and prints a list of user registrations.

**7. PublicManager Class:**

- Implement the `PublicManager` class in the Managers namespace, which handles user authentication, registration, and displays a menu for both Admins and JobSeekers.

**8. AdminManager Class:**

- Implement the `AdminManager` class in the Managers namespace, handling tasks specific to Admins, such as viewing new registrations and listing available jobs.

**9. UserManager Class:**

- Implement the `UserManager` class in the Managers namespace, handling tasks specific to JobSeekers, such as viewing and applying for jobs.

**10. JobManager Class:**

- Implement the `JobManager` class in the Managers namespace, managing job-related tasks, such as listing available jobs.

**11. Application Entry Point:**

- In the `Program.cs` file, create a `Main` method to initialize the application and start the main menu.

**12. User Interface:**

- Ensure the application provides a user-friendly interface with clear instructions and feedback.

**Note:**

- Follow the provided code snippets and complete the application.

- Use clear naming conventions for better code readability.

- Test the application to verify all functionalities work as expected.

**Submission Guidelines:**

Submit the entire C# project, including all code files, and provide comments explaining major sections of your code. Include a brief document describing the overall structure of your application and how to use it. Highlight the role of the `Printer` class in formatting and displaying data.