

Implement a utility that will use reflection APIs to print "struct" objects.

These "structs" are defined as follows:

- o They have only public attributes
- o Each attribute can be of the following types:
  - "Structs"
  - Primitive (e.g. int), primitive wrapper (e.g. Integer) or String

The program should navigate the object structure and print the structure of any "struct" provided as an argument.

Here's an example:

```
class Name {
    public String firstName;
    public String lastName;
}

class Person {
    public int age;
    public Name name;
}

Name n = new Name();

n.firstName = "Bill";
n.lastName = "Gates";

Person p = new Person();
p.age = 55;
p.name = n;
```

The output of your utility when run on instance p above should be something like this:

Object of Class "Person"

```
-----
age = 55
name =
  Object of Class "Name"
    -----
      firstName = "Bill"
      lastName = "Gates"
```

### General guidelines :

- Total time for the exercise is 4 hours, please do not exceed the allocated time.
- The exercise should be implemented in C#.
- Start with a basic working implementation and then extend to **Arrays** and **Collections**.
- Make sure exceptions are handled properly.
- Make sure the API of this utility is convenient to use.
- Write the code as though you are writing production code.
- The format above is just an example; you can use any readable format you like.
- You may use online resources for reference but we expect the code to be your own.
- When completed, send a single zip file containing the completed project to [tech@azrielidigital.com](mailto:tech@azrielidigital.com). Make sure to send all the necessary files and that the project can be run with no additional setup.

Good Luck!