* Please set the width of the console to the maximum to see the output correctly.
* As it was suggested by the professor not to put lot of data in the static memory, I have only kept the collections in the static memory which contains the pointers to the object which are on the heap.
* Each of the collection Object is wrapped in some class so that the impact of the change should be less.
* Also a great care has been taken to call their destructors.