PhongQuanLy vector<Staff*> listOfStaff; + PhongQuanLy(); + PhongQuanLy(vector <Staff*> m listOfStaff); + PhongQuanLy(const PhongQuanLy & mPhongQuanLy); + void input(); + void output(); + void deleteByID(string mID); + ~PhongQuanLy(); Staff # string name; # string birthday; # string id; # float salary; # vector <Staff*> listOfSampleObject; Researcher + Staff(); + Staff(string name, string birthday, Lecturer vector <string> projectCode; string masoNS); - int exp; + virtual void input(); string academicRank; + virtual void output(); - string degree; + virtual void setSalary() = 0; - int exp; + Researcher(); + float getSalary(); vector <string> listOfSubject; + Researcher(string name, + string getID(); string birthday, string masoNS, + virtual ~Staff(); vector <string> maDA, int sonamKN); + virtual Staff* Clone() = 0: + Lecturer(); + void setSalary(); + virtual string getNameClass() = 0; + Lecturer(string name, string + void input(); + static void addSampleObject(Staff* birthday, string masoNS, string + void output(); nStaff); hham, string hvi, int sonamgd, + string getNameClass(); + static Staff* createObjectByName(string vector <string> ds); + Staff* Clone(); nName); + void setSalary(); + ~Researcher(); + static void deleteSampleObject(); + void input(); + void output(); + string getNameClass(); + Staff* Clone(); + ~Lecturer(); **TeachingAssistant** int numberOfTCSubject; **Expert** + TeachingAssistant(); vector <string> projectCode; + TeachingAssistant(string name, - int exp; string birthday, string masoNS, int somonTG); + void setSalary(); + Expert(); + void input(); + Expert(string name, string birthday, + void output(); string masoNS, vector <string> maDA, + string getNameClass(); Intern

- int timeOfIntern;

vector <string> duan); + void setSalary(); + void input(); + void output();

+ string getNameClass(); + Staff* Clone(); + ~Intern();

+ Intern();

vector<string> projectCode;

+ Intern(string name, string birthday,

string masoNS, int init tgThucTap,

+ Staff* Clone();

+ ~TeachingAssistant();

int sonamKN);

+ void input();

+ void output();

+ Staff* Clone();

+ ~Expert();

+ void setSalary();

+ string getNameClass();