Q1. Create the code to represent the following diagram.



* Create public properties with get and set accessors where appropriate for all the attributes of above classes.
* Create public constructors with attributes as appropriate for all the classes.
* The override method of Professor class should display Professor Id, Name ,Email and Salary on console window e.g. “My staff id is 10, name: Garry, email: [garry.singh@manukau.ac.nz](mailto:garry.singh@manukau.ac.nz) and salary is 50000”
* The override method in Student class should display studentID, Name,Phone Number and average marks on console window e.g. “My student id is 123, Name: John, phone number:12345 and average mark is 56.7”
* The Run method of class Car should display message “Car Running” on console window.
* Create object of Professor and Student class though Person class reference and test their .introduce methods

Q2. A local company Global Resources wants you create a software to manage their employees’ information. As a prototype solution, you are required to create an employee class to store following information:

* Id (of type int)
* Name (of type string)
* Gender (of type int)
* Date of birth (of type Date)

Create a constructor to set values for these above attributes. Create properties with set and get accessors of all attributes as appropriate. In the main method of Program class, create an object of Employee class and invoke its properties to display the employee details on console window.