

Class staff:

The staff class represents a staff member and their work schedule. It has the following private data members:

string staffName: a string representing the staff member's name.

string position: a string representing the staff member's position.

string email: a string representing the staff member's email address.

string phoneNumber: a string representing the staff member's phone number.

vector<schedule> work: a vector of schedule objects representing the staff member's work schedule.

The public member functions of the staff class are:

staff(): a default constructor that initializes all string data members to empty strings.

staff(string staffName, string position, string email, string phoneNumber): a constructor that takes as parameters the staff member's name, position, email address, and phone number, and initializes the corresponding data members.

void setStaffName(string s), void setPosition(string s), void setEmail(string s), void setPhoneNumber(string s): functions that set the corresponding string data members to the input string.

string getStaffName() const, string getPosition() const, string getEmail() const, string getPhoneNumber() const: functions that return the corresponding string data member.

void addSchedule(schedule Schedule): a function that takes a schedule object and adds it to the work vector.

void removeSchedule(int index): a function that takes an integer representing the index of a schedule object in the work vector and removes it.

double calculateHoursWorked() const: a function that calculates and returns the total number of hours the staff member has worked based on the start and end times of their shifts in the