* Use the previous designed classes (Zoo, animal..etc)
* Create a function **void Die ()** in the Animal class, so when an animal dies, it should be removed from the Zoo.

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* Use the previous designed class Employee (at least has Name & Salary)
* Design a new class Company. Each company has a Name, Budget and a list of working employees.
* Add function IncreaseSalary(float amount) to class Employee that increases employee salary by the given amount. When this happen, the company must be notified by that increase so it decrease this amount from its budget.
* In class Company, Write a function List<Employee> FilterEmployees(filter) that filters the employee list. (filter is a delegate of your choice)