**Learning Objectives:**
- to learn the concepts of inheritance and method overriding
- to learn to utilize inheritance to ensure reusability of existing code

**Lab Task:**
Design a class named Person and its two subclasses named Student and Employee. Make Faculty and Staff subclasses of Employee.
- A person has a name, and email address.
- A student has a class status (freshman, sophomore, junior, or senior). Define the status as a constant.
- An employee has an office, salary, and date hired. [Hint: Use the Date class to create an object for the date hired.]
- A faculty member has office hours and a rank.
- A staff member has a title.

Override the toString method in each class to display the class name, person's name and email. Draw the UML diagram for the classes and implement them. Write a test program that creates a Person, Student, Employee, Faculty, and Staff, and invokes their toString() methods.