

Program plan

Data Structure: Vector/Map
Update my Team optimizer to be able to unload a vector containing my Employee class into a shift map.

Very barebones (other classes to work on)

- Take user input to create employees
- Store user input in vector
- assign roles to each employee
- Allow user to create up to 10 employees
- take the vector and utilize it in a shift ~~map~~ builder
- Shift builder creates a map and stores the name and role from the vector
- Utilize the shift and prints out
- Fire employees from shift vector

