

## Hands on Labs

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### Extension of Lab 10

- **Code in Employee class**
  - Add a method `GetRoleDescription()` which talks to the `RoleBuilder`'s
  - `GetRoleDescription()` method and returns the role string.
- **Code in Main**
  - Create an empty instance of `Employee` without using the parameterized constructors
  - Accept from the Console all the values for class
  - Set the data inside the employee instance
  - Store the employee object in the array (ensure that the array has enough size!)
  - Create the `EmployeeReport` instance by passing `dtReport` to its constructor
- **Code in EmployeeReport**
  - The `RoleDesc` should be generated by invoking the `GetRoleDescription()` method on the `Employee` object
  - Add a parameterized constructor in the `EmployeeReport` class that takes
  - `dtReport` as an argument
- **Code in Roles**
  - Change the `Roles` class into an enum and declare the necessary values.