Name and Title : Employee Registration Portal

Requirements:

A class named Employee has the following member variables:

Data Member Name	Data Type	Description
EmployeeId	string	Stores the id of the Employee.
EmployeeName	string	Stores the name of the Employee.
EmployeeSalary	float	Stores the salary of the employee.
PaidLeavesCount	int	Stores the number of paid leaves the employee is entitled to.
PaidLeavesClaimed	int	Stores the number of paid leaves the employee has already claimed this financial year.

Complete all the below member functions of the Employee class as per the given instructions:

Method Name	Arguments	Return Type	Description
Default & parameterized constructor	none	none	Default constructor is used to create an Employee object with no initial value. Parameterized constructor can take values for all data members defined above to initialize the Employee object.
Destructor	none	none	The method is used to destroy the object at the end of the scope.
ChangeName	string	none	It accepts a new name for this Employee record as argument, sets this as the EmployeeName.
CalculateLeavesReimbursement	none	float	It calculates reimbursement for the employee to be credited for unclaimed paid leaves. Reimbursement should be equal

Method Name	Arguments	Return Type	Description
			to employee salary divided by 30 times the difference between count of paid leaves allotted and paid leaves claimed type casted as an integer.
GetPaidLeavesCount	none	int	Returns the number of paid leaves the employee is entitled to.
GetClaimedPaidLeavesCount	none	int	Returns the number of paid leaves the employee has already claimed this financial year.
GetEmployeeName	none	string	Returns the name of this Employee object.
GetEmployeeId	none	string	Returns the id of this Employee object.

A class named Manager is an extension (inherits) of the Employee class, has the following member variables:

Data Member Name	Data Type	Description
ProjectsCompleted	int	Stores the number of projects that have been completed under the Manager's supervision.
ManagerDepartment	string	Store the department of the Manager to which they are assigned.

Complete all the below member functions of the Manager class as per the given instructions:

Method Name	Arguments	Return Type	Description
Default & parameterized constructor	none	none	Default constructor is used to create a Manager object with no initial value. Parameterized constructor can take values for all data members defined above to initialize the Manager object.

			(Note: Base class data members also need to be initialized while creating Manager objects).
Destructor	none	none	The method is used to destroy the object at the end of the scope.
CalculateBonus	none	float	It returns the bonus to be received by the manager. Bonus should be equal to the number of projects completed under the manager times the salary of the manager type casted as an integer.
GetManagerDepartment	none	String	Return the department of the Manager to which they are assigned.
GetProjectsCompletedCount	none	int	Returns the number of projects that have been completed under the Manager's supervision.

Please note that you will find class declarations in "bitmap.h" and to complete class definition you will add code in file "bitmap.cpp"