/\* Below is an example organisation chart. At the top is the ceo, Mark Zuckerberg. Mark's subordinates are Sarah, Tyler, Bruce and Georgina.

```
Mark Zuckerberg:
```

- Sophie Turner:

The CEO is represented with the following structure.

```
interface Employee {
    uniqueld: number;
    name: string;
    subordinates: Employee[];
}

const ceo: Employee = {
    uniqueld: 1
    name: Mark Zuckerberg,
    subordinates: [Employee, Employee, ....]
}
```

Your task is to create a concrete class called EmployeeOrgApp that implements IEmployeeOrgApp. The class should be instantiable with the ceo as a constructor parameter.

E.g. const app = new EmployeeOrgApp(ceo)

## The class should:

- 1. move employee A to become the subordinate of employee B (i.e. B becomes A's supervisor)
- 2. undo/redo the move action

## **ASSUMPTIONS**:

You may assume:

- when an employee (e.g. Bob Saget) is moved to a new supervisor (e.g. Georgina), Bob's existing subordinates (Tina Teff) will become the subordinate of Cassandra, Bob's old supervisor.
- employees without any subordinates have an empty list for their subordinates property
- You may not clone the state/tree during each action (move/undo/redo).

## **ASSESSMENT CRITERIA:**

- 1. The efficiency of the code
- 2. Object oriented programming design
- 3. Readability
- 4. Completeness of solution

## **REQUIREMENTS:**

```
Must be written in Typescript.
*/
interface Employee {
  uniqueld: number;
  name: string;
  subordinates: Employee[];
}
interface IEmployeeOrgApp {
  ceo: Employee;
   * Moves the employee with employeeID (uniqueId) under a supervisor
(another employee) that has supervisorID (uniqueld).
   * E.g. move Bob (employeeID) to be subordinate of Georgina
   (supervisorID). * @param employeeID
   * @param supervisorID
  move(employeeID: number, supervisorID: number): void;
  /** Undo last move action */
  undo(): void;
  /** Redo last undone action */
  redo(): void;
}
```