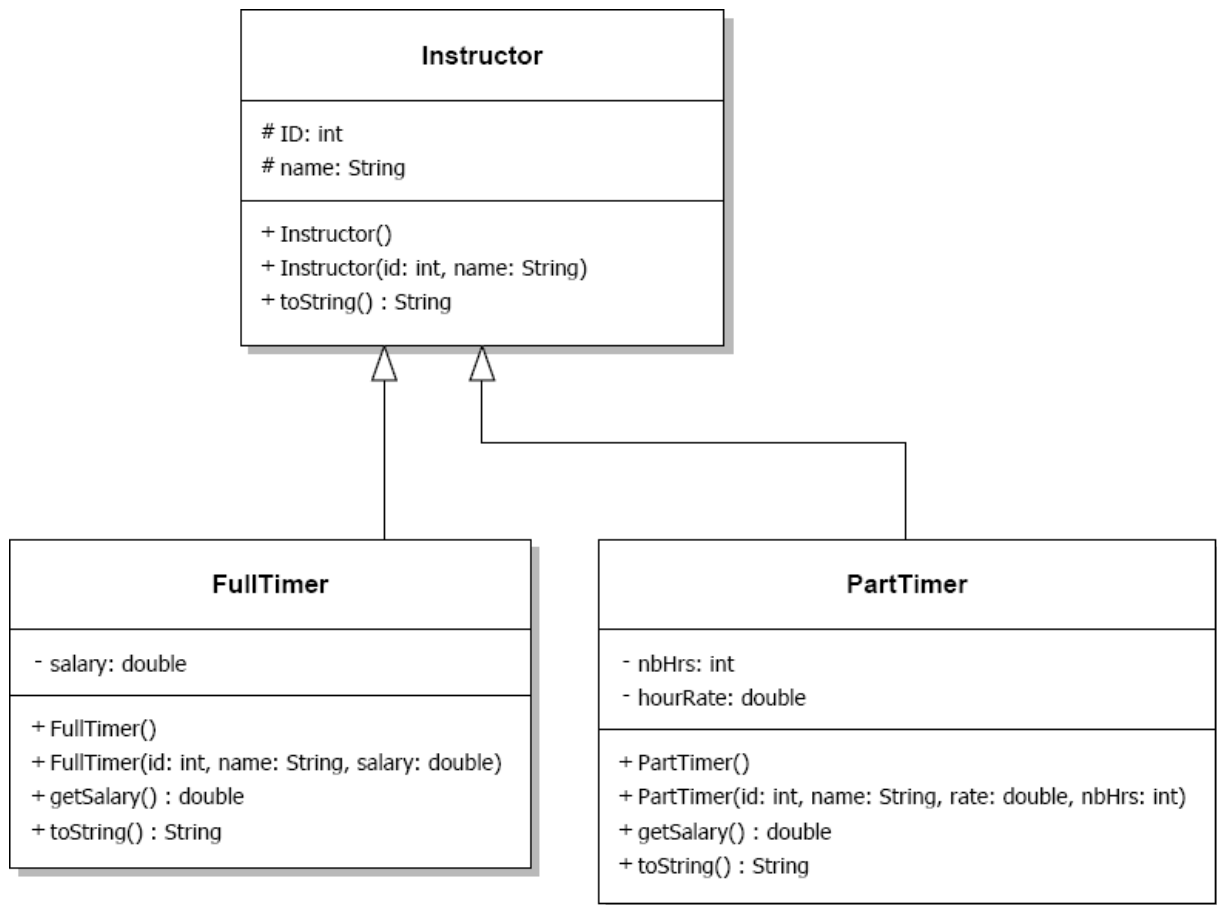


Based on the following UML diagram:



Implement each of the classes described above.

Write an application that creates an array of **Instructor** objects. The user fills the array by selecting one of the options from this menu:

1. Add an instructor
2. Add a part timer
3. Add a full timer
4. Exit

Display all the instructors' information added to the array.