```solidity
pragma solidity ^0.5.1;
contract Q4A4{
uint256 public peopleCount=0;
mapping(uint=>Person) public people;

struct Person
{
    uint _id;
    string _firstname;
    string _lastname;
}
function addPerson(string memory _firstname, string memory _lastname) public
{
    incrementCount();
    people[peopleCount]=Person(peopleCount,_firstname,_lastname);
}
function incrementCount() internal
{
    peopleCount += 1;
}
}
```