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| Write an Employee class representing an Employee with an Organization. Add other functions to perform given requirements | | |
| Requirement Tag | Requirement Description | Comments |
| EMP/01 | The class has following data: Employee ID, Employee Name, Date of Birth, Salary of the employee and supervisior ID |  |
| EMP/02 | Add overloaded constructors to initialize the objects with details. Employee Id, Employee Name, Date of Birth are manadatory attributes to create an employee. |  |
| EMP/03 | Write functions to update employee details with attributes (Salary, supervisorID). | Hint:Add update functions as ***overloaded*** functions. |
| EMP/04 | Write a function GetSupervisorReportees() to show the employee details under one supervisor. | Hint:Let function receive a supervisor ID and an array of employee objects as input and return an array of objects with given Supervisor ID . |
| EMP/05 | Write DisplayDetails() to display employee attributes in a formatted way as below.  Name:<name>  EmplD: <Employee ID>  DOB: <Date of Birth>  Salary: <Salary>  SupervisorID: <supervisor ID> |  |
| EMP/06 | Write a function to copy a given Employee Object and return a new one. | Hint: Overload = operator to perform copy |
| EMP/07 | Write a function operator() to receive an ID and check if given ID is the supervisor ID of this object. | Hint: Overload () operator to receive an ID to check and return true/false. |
| Optional Req EMP/Opt01 | Refer the usage of transform in link below and understand usage of operator(), transform to update array content. https://stackoverflow.com/questions/356950/what-are-c-functors-and-their-uses  Similarly add a required operator() to provide salary of 10% to all employees. | Hint: 1. implement operator() to receive increment % and return updated employee. 2. einvoke transform() to call operator() |









