

Company Hierarchy

Create the following class hierarchy:

- **Person** - general class for anyone, which has id, first name and last name.
 - **Employee** - general class for all employees, holding the field **salary** and **department**. The department can only have one of the following values: **Production**, **Accounting**, **Sales** or **Marketing**.
 - **Manager** – holds a set of employees under his/her command.
 - **RegularEmployee**
 - **SalesEmployee** – holds a set of **sales**. A sale hold **product name**, **date** and **price**.
 - **Developer** - holds a set of **projects**. A project holds **project name**, **project start date**, **details** and a project **state** (**open** or **closed**).
 - **Customer** – hold the net purchase amount (total amount of money the customer has spent).

Extract *interfaces* for each class (IPerson, IEmployee, IManager, etc.) The interfaces should hold their public properties and methods. Each class (Person, Employee, Manager, etc.) should implement its respective interface.

Avoid code duplication through abstraction; encapsulate all data.

Override **ToString()** in all classes to print details information about the object.

Create several employees of type Manager, SalesEmployee and Developer and add them into a **single** collection and print them.

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