## Scope: Assignment for Day 6 – Usage of Class and Interface

## Expected Submission date: Day 6

Purpose of the assignment is to understand the usage of OOP using console application.

## Requirement:

1. Create a new console application project using visual studio named Assignment2
2. Add a class library project within the solution named: EmployeeModel
   1. Create an in interface IEmployee with the following properties
3. EmployeeId (int) - (restrict this to be read-only outside interface)
4. Name (string)
5. Email (string)
6. ReportingManager (IEmployee)
   1. Create an interface IManager inheriting IEmployee, with the following property
7. Subordinates (Array of IEmployee)
   1. Create a class Employee implementing IEmployee
      1. Employee class will have one constructor with parameter employeeId
   2. Create a class Manager inherited by Employee, implemented by IManager
      1. Manager class will have constructor with parameter employeeId
8. under the main function of your console application
   1. Create an array of length 3 of the type IEmployee
   2. Create a object for manager under array position 0
   3. Create two objects for employee under array position 1 and 2
      1. While creating employee assign manager object as ReportingManager.
   4. Under manager object assign both the employee as Subordinates
9. Print both Employee name, email and his manager name under console
10. Print manager’s name email and total number of Subordinates he has under console

**Assessment:**

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| --- | --- | --- | --- |
|  | **Weight** | **Total** | **Weighted Total** |
| OOP(Inheritance, Constructor, and Interface) | 2 | 10 | 20 |
| Object Creation | 2 | 10 | 20 |
| **Total** | | | 40 |