**INFO 6350**  **Fall 2022**

**Assignment # 4**

Develop a command line Swift program to create a simple version of an agile software management.

1. **Account should have:**
   * role: Enumeration of TeamLeader / TeamMember.
   * id: Int
   * username: String.
   * password: String.
   * displayName: String.
2. ***Task* has the following properties:**
   * description: String.
   * status: Enumeration of TODO/DOING/DONE.
   * id: Int.
   * assignedMember: Whatever type you select.
3. ***Team leader* should be able to:**
   * Create *Task*.
   * Update *Task* (update property: description & assignedMember).
   * View *Tasks*.
   * Delete *Task*.
4. ***Team member* should be able to:**
   * View *Tasks* that are assigned to him.
   * Update *Task* (update property: status).

**Constraints:**

* Feel free to add any other properties
* When a member has >= 2 DOING tasks, this member should not be assigned new tasks.
* When a task is in DOING status, it should not be deleted or assigned to a new member.
* When a task is in DONE status, it should not be assigned to a new member.
* All inputs and outputs are from and to the console. No graphical user interface is required/needed.
* It will be Menu driven program, please give the user some options to move to the next step or to go back.
* The purpose of this assignment is to practice Swift constructs (classes, instances, properties, etc…). The evaluation of your solution will take this into consideration.
* You can create an extension to the String type to add a method to read from standard input (i.e. console). You can use the Swift standard library function: readLine() to read a string