School Personnel Management System

Design a system for managing information about school personnel using **multi-level inheritance**.

Requirements:

1. **Person Class**:

   o This class should represent a person with the following properties:

      ▪ Name (string)

      ▪ Age (int)

   o Create a constructor that initializes name and age.

   o Create a method to display the name and age of the person.

2. **Teacher Class (Inherits from Person)**:

   o This class should represent a teacher with the following additional properties:

      ▪ Subject taught (string)

      ▪ Experience in years (int)

   o Create a constructor that initializes name, age, subject, and experience.

   o Add a method to display the teacher's information, including the subject and experience.

3. **HeadTeacher Class (Inherits from Teacher)**:

   o This class should represent a head teacher with the following additional property:

      ▪ Number of teachers managed (int)

   o Create a constructor that initializes name, age, subject, experience, and the number of teachers managed.

   o Add a method to display the head teacher's information, including the number of teachers managed.

4. **Program**:

   o Implement a Main method where:

      ▪ Create at least two objects of the HeadTeacher class.

      ▪ Assign appropriate values to their properties.

      ▪ Call the method to display the information for both head teachers.