1. Create a TypeScript application which will help to calculate salary of different types of employees of an organization.

Objective: How to apply OOP concepts in TypeScript using ES6 new features

Capability Code: WEBR005 [Add actions, interactions, business logic using TS/JSX]

Description:

1. Create two different types of employees: ‘developer’ and ‘hr’
2. Hr members:
   1. Value properties: name, id, basic payment, da payment, hra payment and **gratuity** payment
   2. Functional properties: a function to calculate salary (just adds the salary components and returns the calculated salary)
3. Developer members:
   1. Value properties: name, id, basic payment, da payment, hra payment and **incentive** payment
   2. Functional properties: a function to calculate salary (just adds the salary components and returns the calculated salary)
4. Create at least 4 objects (2 each of developer and hr)
5. Accept the values for every object properties from user
6. Crate and array and store those 4 objects (minimum)
7. Iterate through the array and print the salary of each of them along with the name