
Hands on Labs

Extension of Lab 10

- **Code in Employee class**
 - Add a method `GetRoleDescription()` which talks to the `RoleBuilder`'s
 - `GetRoleDescription()` method and returns the role string.
- **Code in Main**
 - Create an empty instance of `Employee` without using the parameterized constructors
 - Accept from the Console all the values for class
 - Set the data inside the employee instance
 - Store the employee object in the array (ensure that the array has enough size!)
 - Create the `EmployeeReport` instance by passing `dtReport` to its constructor
- **Code in EmployeeReport**
 - The `RoleDesc` should be generated by invoking the `GetRoleDescription()` method on the `Employee` object
 - Add a parameterized constructor in the `EmployeeReport` class that takes
 - `dtReport` as an argument
- **Code in Roles**
 - Change the `Roles` class into an enum and declare the necessary values.