Using OOP, it is necessary to model the interaction of a company with its employees.

Pay attention to the business.py file. It contains some templates that need to be implemented.

Implement the following model:

Company class

* the company has a name and address.
* the company has a list of employees.
* only a manager or engineer can become an employee of the company.
* the company can fire any employee.
* the company’s starting capital is 1000 coins (money)
* the company pays employees for their work.
* when there is a holiday in the company - each employee receives 5 coins.
* when a company runs out of money, it becomes bankrupt, and all its employees are unemployed.

Person class

* a person has a name and age. Address and gender may also be indicated.

Employee class (base class for employees, inherits from Person)

* employee may be employed by a company or unemployed.
* employee can only work in 1 company.
* employee cannot work if he is unemployed.
* employee's starting capital is 0 coins.

Engineer class (inherits from Employee)

* an engineer earns 10 coins per job. Money is withdrawn from the company’s balance sheet and added to the engineer.

Manager class (inherits from Employee)

* the manager receives 12 coins for his work. Money is withdrawn from the company’s balance sheet and added to the manager.