

-> Write a program in C#, where there are three classes: Employee, DayWorker and NightWorker. The DayWorker and NightWorker classes inherit the Employee class. Employee class has private attributes like name, id, salary and joinDate. Proper methods, constructors and properties need to be implemented.

The NightWorker and DayWorker classes have an extra attribute which is bonus. The bonus of NightWorker is 25% of their current salary whereas for DayWorker, it is 20%. There will be a separate method that will calculate the bonus and return the value. The id attribute of DayWorker classes will be formatted with "D-" while for NightWorker, it will be "N-". Validate the salary properties with proper conditioning.

Keep in mind that the joinDate(DD/MM/YYYY) attribute is a composite value. Use struct to implement the joinDate member. The main function is done for you:

```
internal class Program
{
    static void Main(string[] args)
    {
        DayWorker d1 = new DayWorker("Ratul", "123", 25000, new DateFormat(12, 9, 2023));

        d1.ShowInfo();

        DayWorker[] list = new DayWorker[2];
        list[0] = new DayWorker("A", "111", 25000, new DateFormat(12, 7, 2023));
        list[1] = new DayWorker("B", "222", 25000, new DateFormat(23, 11, 2023));

        foreach (DayWorker w in list)
        {
            w.ShowInfo();
        }
    }
}
```