Space Station Recruitment



Now that Stephen successfully established his own Space Station, he has to recruit some astronauts to work there. You are going to help him by building a system for that.

Preparation

Download the skeleton provided in Judge. **Do not** change the **StartUp** class or its **namespace**.

Problem description

Your task is to create a repository, which stores departments by creating the classes described below.

First, write a C# class **Astronaut** with the following properties:

Name: string Age: int

Country: string

The class constructor should receive name, age and country and override the ToString() method in the following format:

"Astronaut: {name}, {age} ({country})"

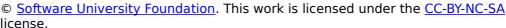
Next, write a C# class **SpaceStation** that has **data** (a collection, which stores the entity **Astronaut**). All entities inside the repository have the **same properties**. Also, the SpaceStation class should have those properties:

Name: string Capacity: int

The class constructor should receive name and capacity, also it should initialize the data with a new instance of the collection. Implement the following features:

- Field data collection that holds added astronauts
- Method Add(Astronaut astronaut) adds an entity to the data if there is room for him/her.
- Method Remove(string name) removes an astronaut by given name, if such exists, and returns bool.
- Method **GetOldestAstronaut()** returns the **oldest** astronaut.



















- Method **GetAstronaut(string name)** returns the astronaut with the **given name**.
- Getter Count returns the number of astronauts.
- **Report() returns** a **string** in the following **format**:
 - "Astronauts working at Space Station {spaceStationName}: {Astronaut1} {Astronaut2} (...)"

Constraints

- The **names** of the astronauts will be **always unique**.
- The age of the astronauts will always be with **positive values**.
- You will always have an astronaut added before receiving methods manipulating the Space Station's astronauts.

Examples

This is an example how the **SpaceStation** class is **intended to be used**.

```
Sample code usage
//Initialize the repository
SpaceStation spaceStation = new SpaceStation("Apolo", 10);
//Initialize entity
Astronaut astronaut = new Astronaut("Stephen", 40, "Bulgaria");
//Print Astronaut
Console.WriteLine(astronaut); //Astronaut: Stephen, 40 (Bulgaria)
//Add Astronaut
spaceStation.Add(astronaut);
//Remove Astronaut
spaceStation.Remove("Astronaut name"); //false
Astronaut secondAstronaut = new Astronaut("Mark", 34, "UK");
//Add Astronaut
spaceStation.Add(secondAstronaut);
Astronaut oldestAstronaut = spaceStation.GetOldestAstronaut(); // Astronaut with name Stephen
Astronaut astronautStephen = spaceStation.GetAstronaut("Stephen"); // Astronaut with name Stephen
Console.WriteLine(oldestAstronaut); //Astronaut: Stephen, 40 (Bulgaria)
Console.WriteLine(astronautStephen); //Astronaut: Stephen, 40 (Bulgaria)
Console.WriteLine(spaceStation.Count); //2
Console.WriteLine(spaceStation.Report());
//Astronauts working at Space Station Apolo:
//Astronaut: Stephen, 40 (Bulgaria)
//Astronaut: Mark, 34 (UK)
```

Submission

Zip all the files in the project folder except **bin** and **obj** folders



















