# 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**.

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| 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