

Day 2:

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### Generic with Repo:

#### Program.cs

```
using System;

using Employee.Repo;

namespace Employee
{
    class Program
    {
        static void Main()
        {
            IEmpRepo<Employee> employeeRepo = new EmpRepo<Employee>();

            Employee emp1 = new Employee(1, "Alice", "alice@example.com", new DateOnly(2022, 1, 1), new
DateOnly(1995, 5, 20));

            Employee emp2 = new Employee(2, "Bob", "bob@example.com", new DateOnly(2023, 3, 15), new
DateOnly(1990, 8, 10));

            employeeRepo.Add(emp1);

            employeeRepo.Add(emp2);

            var allEmployees = employeeRepo.GetAll();

            foreach (var emp in allEmployees)
            {
                Console.WriteLine(emp);
            }

            Manager man1 = new Manager(3, "john", "john@example.com", new DateOnly(2020, 1, 1), new
DateOnly(1996, 6, 2),10000);

            Manager man2 = new Manager(4, "newton", "newton@example.com", new DateOnly(2022, 3, 15), new
DateOnly(1993, 8, 10),20000);

            IEmpRepo<Manager> managerRepo = new EmpRepo<Manager>();
```

```

        managerRepo.Add(man1);

        managerRepo.Add(man2);

        var allManager = managerRepo.GetAll();

        foreach (var emp in allManager)
        {
            Console.WriteLine(emp);
        }
    }
}

```

## Employee.cs

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Employee
{
    internal class Employee
    {
        public int empId { get; private set; }

        public string empName { get; private set; }

        public string email { get; set; }

        public DateOnly dateOfJoin { get; set; }

        public DateOnly dateOfBirth { get; set; }

        public Employee(int empId, string empName, string email, DateOnly dateOfJoin, DateOnly dateOfBirth)
        {

```

```

        this.empId = empId;

        this.empName = empName;

        this.email = email;

        this.dateOfJoin = dateOfJoin;

        this.dateOfBirth = dateOfBirth;
    }

    public override string ToString()
    {
        return $"{empId} - {empName}";
    }
}

```

#### Manager.cs

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Employee
{
    internal class Manager:Employee
    {
        private int salary;

        public Manager(int empId, string empName, string email, DateOnly dateOfJoin, DateOnly dateOfBirth,int
salary) : base(empId, empName, email, dateOfJoin, dateOfBirth)
        {
            this.salary = salary;
        }

        public override string ToString()

```

```

        {
            return base.ToString();
        }
    }
}

```

#### **IEmpRepo.cs**

```

using System.Collections.Generic;

namespace Employee.Repo
{
    internal interface IEmpRepo<T>
    {
        void Add(T item);

        List<T> GetAll();
    }
}

```

#### **EmpRepo.cs**

```

using System.Collections.Generic;

using System.Linq;

namespace Employee.Repo
{
    internal class EmpRepo<T> : IEmpRepo<T>
    {
        private static List<T> items = new List<T>();

        public void Add(T item)
        {

```

```
        items.Add(item);
    }

    public List<T> GetAll()
    {
        return items.ToList();
    }
}
}
```

**output:**

```
1 - Alice
2 - Bob
3 - john
4 - newton

C:\Users\vijay.m\source\repos\Employee\Empl
To automatically close the console when debu
le when debugging stops.
Press any key to close this window . . .
```