



C++프로그래밍과실습 (CB3500572-062) / 과제 092 - IOrganization

개요 제출 편집 코딩 결과

# 과제 092 - IOrganization

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제출 방식: 개인

### Purpose

This problem is designed to test your understanding of OOP principles, including classes, inheritance, encapsulation, and polymorphism, as well as your ability to effectively use the C++ Standard Library, particularly smart pointers and the STL container classes.

#### **Problem**

You are working on an organization management software where you have a hierarchy of organization, departments, managers, and employees. The provided code is a simple simulation of this system. This is an Object-Oriented Programming (OOP) problem where you will be implementing various classes and their interactions.

The structure of the system is as follows:

- Organization: This is the highest-level object in the system. An organization contains multiple departments. The
  organization is responsible for managing departments and overall operations like adding or removing a department,
  setting a department manager, moving an employee from one department to another, and printing the structure of
  the organization.
- Department: A department is a part of an organization. Each department has one manager and may have multiple employees. The department is responsible for managing its employees, including adding and removing employees.
- Manager: A manager is an employee who is in charge of a department. A manager can perform all the functions of an employee and also has some additional responsibilities related to the management of the department. Note that in our system, a manager is also considered an employee of the department.
- Employee: An employee is the basic unit of the organization. An employee belongs to a specific department and has
  properties like name and salary.

IOrganization interface should declare the following methods:

- addDept(sDept dept): Adds a department to the organization.
- addEmpToDept(sDept dept, sEmp emp): Adds an employee to a specific department in the organization.
- setDeptManager(sDept dept, sManager manager): Sets a manager for a specific department in the organization.
- moveEmp(sDept &from\_dept, sDept &to\_dept, sEmp emp): Moves an employee from one department to another in the organization.
- nrint(): Prints the details of the organization including its denartments and their employees

printing it time the actual of the organization, including to acparations and their employees.

#### Your tasks are:

- Complete the classes Organization, Department, Manager, and Employee. Ensure that all data members are private
  and can only be accessed or modified through appropriate member functions. You can also add additional data
  members or functions if required.
- Implement a function to create an organization.
- Implement a function to create departments and add them to an organization.
- Implement a function to create employees (including managers) and add them to departments.
- Implement a function to print the entire organization structure in a hierarchical manner. The organization prints its name, then each department prints its name and its manager, and then each employee (including the manager) in the department prints their name.
- Implement a function to move an employee from one department to another. This function takes as parameters the source department, the destination department, and the employee to be moved.
- Test all the implemented functionalities in the main() function using the provided skeleton code.
- Provide a description of your solution, detailing the methods you used to implement these features, the
  responsibilities and collaborations of each object, and any challenges you encountered along the way.

```
<참고자료>
//OrgTest.cpp
int main() {
  // Create the organization
  std::shared_ptr<IOrganization> org = std::make_shared<Organization>("PNU-CSE");
  // Create departments
  auto design = std::make_shared<Department>("Design");
  auto dev = std::make_shared<Department>("Development");
  auto qa = std::make_shared<Department>("QA");
  // Create managers
  auto lee = std::make_shared<Manager>("Lee", 8'000'000);
  auto park = std::make_shared<Manager>("Park", 9'000'000);
  auto bae = std::make_shared<Manager>("Bae", 5'000'000);
  // Add departments to the organization
  org->addDept(design);
  org->addDept(dev);
  org->addDept(qa);
  // Set managers for the departments
  org->setDeptManager(design, lee);
  org->setDeptManager(dev, park);
  org->setDeptManager(qa, bae);
  // Create employees
  auto kim = std::make_shared<Employee>("Kim", 4'000'000);
  auto go = std::make_shared<Employee>("Go", 8'000'000);
  auto jeon = std::make_shared<Employee>("Jeon", 5'000'000);
  auto yoon = std::make_shared<Employee>("Yoon", 3'000'000);
  // Add employees to the departments
  org->addEmpToDept(design, kim);
  org->addEmpToDept(dev, go);
  org->addEmpToDept(dev, jeon);
  org->addEmpToDept(qa, yoon);
```

```
// Print the organization
  org->print();
  // Move an employee to a different department
  org->moveEmp(dev, qa, jeon);
  // Print the updated organization
  org->print();
  return 0;
//IOrganization.h
using sEmp = std::shared_ptr<Employee>;
using sDept = std::shared_ptr<Department>;
using sManager = std::shared_ptr<Manager>;
class IOrganization {
public:
  virtual ~IOrganization() {}
  virtual void addDept(sDept dept) = 0;
  virtual void addEmpToDept(sDept dept, sEmp emp) = 0;
  virtual void setDeptManager(sDept dept, sManager manager) = 0;
  virtual bool moveEmp(sDept &from_dept, sDept &to_dept, sEmp emp) = 0;
  virtual void print() const = 0;
};
입력
없음
출력
Organization: PNU-CSE
Design
  |---Manager: Lee 1 8000000
  |---Kim 4 4000000
Development
  |---Manager: Park 2 9000000
  |---Go 5 8000000
  |---Jeon 6 5000000
QA
  |---Manager: Bae 3 5000000
  |---Yoon 7 3000000
```

Organization: PNII-CSF

```
Design |---Manager: Lee 1 8000000
```

|---Kim 4 4000000

Development

|---Manager: Park 2 9000000

|---Go 5 8000000

QΑ

|---Manager: Bae 3 5000000

|---Jeon 6 5000000

|---Yoon 7 3000000

## 제출파일

Employee.h Manager.h Department.h Organization.h p92.csv description.txt

( OrgTest.cpp 와 IOrganization.h 파일은 PLATO 서버에 등록되어 있습니다. )

