Employee

-name: string

-etype: string

+Employee():

+Employee(empName: string,

empType: string)

+setName(newname: string):void

+getName(): string

+setEtype(newEtype: string):void

+getEtype():string

*+getPay(): double*

*+printPay(): void*

Hourly

-hours\_rate: double

-hours: double

-payamount: double

+Hourly()

+Hourly(empName: string, hoursRate: double,

hoursWorked: double)

+setHours(hoursWorked: double): void

+getHours(): double

+setHoursRate(hoursRate: double): void

+getHoursRate(): double

+getPay(): double

+printPay(): void

Commission

-week\_sales: double

-commission\_rate: final double

+Commission()

+Commission(empName: string, weekSales:

double)

+setSales(double): void

+getSales(): double

+getPay(): double

+printPay(): void

Salaried

-salary: double

-give\_bonus: char

-bonus: final double

+Salaried()

+Salaried(empName: string, empSalary:

double)

+Salaried(empName: string, empSalary: double, empBonus: char)

+setSalary(setSalary: double): void

+getBonus(): double

+setGiveBonus(char): void

+getGiveBonus(): char

+getPay(): double

+printPay(): void