### Object-Oriented Programming Exercise

### Exercise 2

The company now employs supervisors. The **Supervisor Pay** and the **Supervisor Tax** are calculated in exactly the same way as form an ordinary Employee, but they receive a **Supervisor Bonus** according to the number of employees they supervise. Currently the supervisors’ bonus is £5.00 per person.

Define an object SUPERVISOR using inheritance, which has the same fields as the EMPLOYEE plus two additional fields: -

SuNoWorkers Integer

SuBonus Single

The object should have the following methods: -

SUCalBonus Calculates the Bonus by multiplying the NoWorkers by £5.00.

The NoWorkers will need to be entered.

You are going to use the Exercise 1 program and use inheritance to define and test a SUPERVISOR object.

**Task 1**

Add the code on the next page which defines the **Class Supervisor** to your program.

**Task 2**

Amend the form by adding the addition command buttons shown on the next page. Add the appropriate code to ensure that the command buttons function correctly.

**Code for defining the method Supervisor**

Public Class Supervisor

Inherits Employee

Private SuNoWorkers As Integer

Private SuBonus As Integer

Public Property NoWorkers()

Get

Return SuNoWorkers

End Get

Set(ByVal value)

SuNoWorkers = value

End Set

End Property

Public Property Bonus()

Get

Return SuBonus

End Get

Set(ByVal value)

SuBonus = value

End Set

End Property

Public Sub SUCalBonus(ByVal SNoWorkers As Integer)

SuNoWorkers = SNoWorkers

SuBonus = SuNoWorkers \* 5.0

End Sub

End Class**Form frmWorkers together with the Object Names**

cmdNS cmdSUPay cmdSTax

cmdBonus txtNoW txtBonus

