Employees are of 2 types

Employee : ID, Name , Address

Full Time : Department , Manager (ID, Name , Address)

Part Time : projectCode Associated , Duartion (ID, Name , Address)

Employee Class

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp34

{

class Employee

{

int employeeId;

string employeeName;

string employeeAddress;

public Employee() { }

public Employee(int employeeId,string employeeName,

string employeeAddress)

{

this.employeeId = employeeId;

this.employeeName = employeeName;

this.employeeAddress = employeeAddress;

}

public void GetEmployeeDetails()

{

Console.WriteLine("ENter Employee ID");

employeeId = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Employee Name");

employeeName = Console.ReadLine();

Console.WriteLine("ENter Employee Address");

employeeAddress = Console.ReadLine();

}

public void DisplayEmployeeDetails()

{

Console.WriteLine("Employee ID is " + employeeId );

Console.WriteLine("EMployee Name is " + employeeName);

Console.WriteLine("Employee Address is " + employeeAddress);

}

}

}

FullTimeEmployee

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp34

{

class FullTimeEmployee : Employee

{

string department;

string manager;

public void GetFullTimeEmployeeDetails()

{

Console.WriteLine("ENter Department");

department = Console.ReadLine();

Console.WriteLine("Enter Manager");

manager = Console.ReadLine();

}

public void DisplayFullTimeEmployeeDetails()

{

Console.WriteLine("Department is " + department);

Console.WriteLine("Manager is " + manager);

}

}

}

PartTimeEmployee

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp34

{

class PartTimeEmployee : Employee

{

string projectCode;

int duration;

public void GetPartTimeEmployeeDetails()

{

Console.WriteLine("ENter Project Code");

projectCode = Console.ReadLine();

Console.WriteLine("Enter Duration");

duration = Convert.ToByte(Console.ReadLine());

}

public void DisplayPartTimeEmployeeDetails()

{

Console.WriteLine("Project Code is " + projectCode);

Console.WriteLine("Duration is " + duration);

}

}

}

Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp34

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("EMployee");

Employee employee = new Employee();

employee.GetEmployeeDetails();

employee.DisplayEmployeeDetails();

Console.WriteLine("FullTime Employee");

FullTimeEmployee fullTimeEmployee = new FullTimeEmployee();

fullTimeEmployee.GetEmployeeDetails();

fullTimeEmployee.GetFullTimeEmployeeDetails();

fullTimeEmployee.DisplayEmployeeDetails();

fullTimeEmployee.DisplayFullTimeEmployeeDetails();

Console.WriteLine("PartTime Employee");

PartTimeEmployee partTimeEmployee = new PartTimeEmployee();

partTimeEmployee.GetEmployeeDetails();

partTimeEmployee.GetPartTimeEmployeeDetails();

partTimeEmployee.DisplayEmployeeDetails();

partTimeEmployee.DisplayPartTimeEmployeeDetails();

}

}

}

**CONSTRUCTORS ARE NEVER INHERITED**