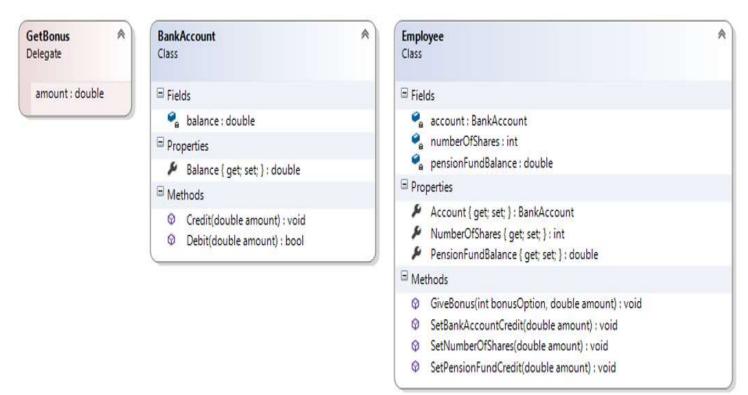
Problem Statement:

Implement the classes as per the class diagram and the specifications given below.



Delegate GetBonus

• Create a delegate named GetBonus that will accept methods having return type void and accepting a double parameter. The delegate should be created at namespace level.

Class BankAccount

- Credit(double amount)
 - The amount passed to the method should be credited to the employee's bank account and hence, the balance should be incremented accordingly
- Debit(double amount)
 - If sufficient balance is available,
 - The amount passed to the method should be debited from the employee's bank account and hence, the balance should be decremented accordingly

- True should be returned
- If sufficient balance is not available,
 - False should be returned.

Class Employee

SetBankAccountCredit(double amount)

 The amount passed to the method should be credited to the employee's bank account by invoking the Credit() of BankAccount class and hence, the balance should be incremented accordingly

SetPensionFundCredit(double amount)

 The amount passed to the method should be credited to the employee's PensionFundBalance

SetNumberOfShares(double amount)

 The NumberOfShares should be incremented based on the amount passed to the method. The number of shares to be incremented should be calculated by using the formula given below:

NumberOfSharesToBeIncremented = amount / 100 (100 is assumed to be the price of one share)

GiveBonus(int bonusOption, double amount)

- If the value of bonusOption is 1, the bonus has to be given by crediting the amount to the bank account of the employee.
- If the value of bonusOption is 2, the bonus has to be given by crediting the amount to the employee's PensionFundBalance
- If the value of bonusOption is 3, the bonus has to be given by increasing the employee's NumberOfShares
- If the value of bonusOption is neither 1 nor 2 nor 3, then, by default, the bonus has to be given by crediting the amount to the bank account of the employee
- For all the four cases given above, the bonus has to be given by creating an object of GetBonus delegate and adding the reference of the corresponding method and finally invoking the delegate