Task Performance
A Simple Payroll Program

Objective:

At the end of the activity, the students should be able to:
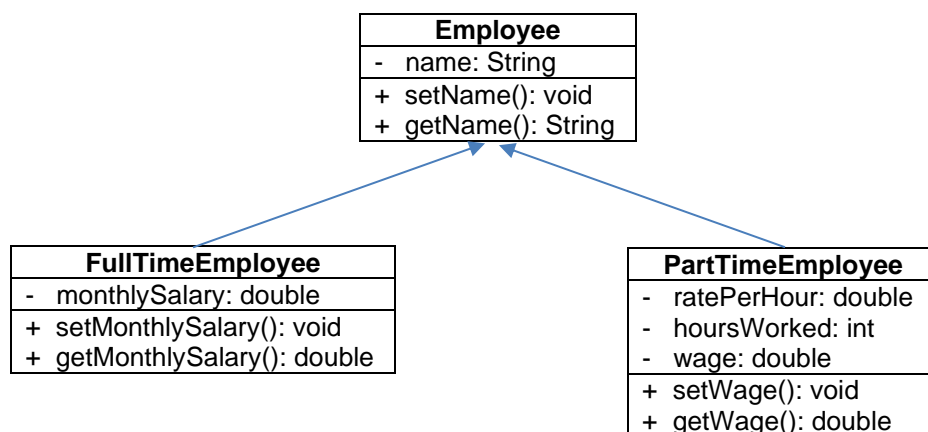
▪ Create a program that exhibits inheritance and polymorphism.

Software Requirements:

▪ Latest version of NetBeans IDE
▪ Java Development Kit (JDK) 8

Procedure:

1. Create four (4) Java classes. Name them ***RunEmployee, Employee, FullTimeEmployee***, ***PartTimeEmployee***. The *RunEmployee* class shall contain the main method and will be used to execute the program.

2. Write a simple payroll program that will display employee's information. Refer to the UML Class Diagram for the names of the variable and method. This should be the sequence of the program upon execution:

   a. Ask the user to input the name of the employee.

   b. Prompt the user to select between full time and part time by pressing either F (full time) or P (part time).

   c. If F is pressed, ask the user to type his monthly salary. Then, display his name and monthly salary.

   If P is pressed, ask the user to type his rate (pay) per hour and the number of hours he worked for the entire month separated by a space. Then, display his name and wage.

Employee
- name: String
+ setName(): void + getName(): String

FullTimeEmployee
- monthlySalary: double
+ setMonthlySalary(): void + getMonthlySalary(): double

PartTimeEmployee
- ratePerHour: double - hoursWorked: int - wage: double
+ setWage(): void + getWage(): double

Note: You can add variables and methods if needed. Just make sure that all the variables and methods in the diagram are properly used.

Sample Output:

```
Enter name:
Veronica V. Velasquez
Press F for Full Time or P for Part Time
P
Enter rate per hour and no. of hours worked separated by space:
Sample: 107.50 13
108.95 72
Name: Veronica V. Velasquez
Wage: 7844.40
```

GRADING RUBRIC (100 points):

Criterion	Description	Max Points
Correctness	The code produces the expected result.	40
Logic	The code meets the specifications of the problem.	40
Efficiency	The code is concise without sacrificing correctness and logic.	10
Syntax	The code adheres to the rules of the programming language.	10