StaffSalary StaffSalary TradeEmployee **Production** Employee rateSalaryTrade: float amount: int salaryTrade: float BASEAMOUNT: int = 1000 {readOnl RATEBONUS: float = 0.05f {readOnly computeSalary(): float getRateSalaryTrade(): float computeSalary(): float getSalaryTrade(): float getAmount(): int inputInformationStaff(): void inputInformationStaff(): void outputInformationStaff(): void outputInformationStaff(): void setRateSalaryTrade(float): void ProductionEmployee() setSalaryTrade(float): void setAmount(int): void TradeEmployee() ~productionEmployee/ ~tradeEmployee ManagerEmployee chosen: int = 0 ListProductionEmployees: ArrayList<ProductionEmployee> ListtTradeEmployees: ArrayList<TradeEmployee> productionEmployee: ProductionEmployee tradeEmployee: TradeEmployee manager(): void ManagerEmployee()

Main ManagerEmployee

+ main(String[]): voic