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Final project UML Java

1

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EmpInfo

TimePunch

\*\*Note\*\*: The arrows indicate the direction of the association between classes. The number "1" near the class boxes represents the multiplicity, indicating that each class has a single instance of the associated class.

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+clockIn(): void

TimeIn

-eventTime: LocalDateTime

+ getEventTime(): LocalDateTime

TimeEvent

+ clockOut(): void

+ getHoursWorked(timeIn: TimeIn): double

TimeOut

+ getName(): String

+ getHourlyWage(): double

+ getHoursWorkedThisWeek(): double

+ getPosition(): String

+ calculateGrossPay(hoursWorked: double): double

+ calculateTaxAmount(grossPay: double): double

-name: String

-hourlyWage: double

-hoursWorkedThisWeek: double

-position: String

-expectedBackTime: LocalDateTime

BreakTime

+ clockOutForBreak():void

+ getExpectedBackTime(): LocalDateTime

+ main(args: String[]: void

+ start(primaryStage: Stage): void

+ clockIn(): void

+ clockOutForBreak(): void

+ clockOut(): void

+ calculatePay(): void

-timeIn: TimeIn

-breakTime: BreakTime

-timeOut: TimeOut

-empInfo: EmpInfo