

Credit Name:CSE3130

Assignment Name:uemployee

How has your program changed from planning to coding to now? Please explain?

This is how my code has changed:

#### Step 1: Import Required Packages

- Import the necessary packages for the code, including `java.text.NumberFormat` and `java.util.Scanner`.
- Also, import the required classes `skillBuilders.Associate`, `skillBuilders.Employee`, and `skillBuilders.Manager`.

#### Step 2: Define the University Class

- Declare the `University` class, which contains the `main` method and the `payUEmployee` method.

#### Step 3: Implement the payUEmployee Method

- Define the `payUEmployee` method that takes a `UEmployee` object and the number of weeks worked as parameters.
- Inside the method, create a `NumberFormat` object named `money` to format currency values.
- Declare a variable `pay` to store the calculated payment.
- Print the details of the employee using `System.out.println(employ)`.
- Calculate the payment for the specified number of weeks by calling the `pay` method on the `employ` object and passing `payReturn` as the argument.
- Print the payment in a formatted manner using `System.out.println(money.format(pay))`.

#### Step 4: Implement the main Method

- Declare and initialize three employee objects: `s1` (`Staff`), `s2` (`Staff`), and `s3` (`Faculty`) with specific attributes.
- Create a `Scanner` object named `userInput` to read user input.

#### Step 5: Define Variables

- Declare variables `action` (to store the user's chosen action), `empNumber` (to store the chosen employee number), and `payArg` (to store the number of weeks worked).
- Initialize the `employ` variable with `s1` (the first staff object).

#### Step 6: Start a Loop

- Start a `do-while` loop that continues until the user enters "Q" (quit).

#### Step 7: Prompt for User's Action

- Prompt the user to choose an action: "Employee (E)", "Pay (P)", or "Quit (Q)".
- Read the user's input using `userInput.next()` and store it in the `action` variable.

#### Step 8: Handle User's Action

- If the user's action is not "Q" (quit), proceed with the following steps:
  - Prompt the user to enter an employee number (1, 2, or 3) using `System.out.println("Enter employee number (1, 2, or 3): ")` and read the input using `userInput.nextInt()`.

- Use a switch statement to set the employ variable to the corresponding employee object based on the chosen employee number:
  - If empNumber is 1, set employ as s1.
  - If empNumber is 2, set employ as s2.
  - If empNumber is 3, set employ as s3.

Step 9: Handle Chosen Action

- If the user's action is "E" (Employee), print the details of the selected employee using `System.out.println(employ)`.
- If the user's action is "P" (Pay), proceed with the following steps:
  - Prompt the user to enter the number of weeks worked for the employee using `System.out.println("Enter the weeks worked for the employee.")` and read the input using `userInput.nextDouble()`.
  - Invoke the `payUEmployee` method, passing `employ` and `payArg` as arguments.