namespace OOPDemo

{

class Staff

{

private string nameOfStaff;

private const int hourlyRate = 30;

private int hWorked;

public int HourWoked

{

get { return hWorked; }

set { if(value>0)

hWorked = value;

else hWorked = 0;

}

}

public void PrintMessage()

{

Console.WriteLine("Calculate Pay..");

}

public int CalculatePay()

{

PrintMessage();

int staffPay;

staffPay=hWorked \* hourlyRate;

if (hWorked > 0)

return staffPay;

else

return 0;

}

public int CalculatePay(int bonus, int allowance)

{

PrintMessage();

if(hWorked > 0)

return hWorked \* hourlyRate +bonus + allowance;

else

return 0;

}

public override string ToString()

{

return "Name of staff = " + nameOfStaff + ", hourlyRate = " + hourlyRate + ",hWorked= " + hWorked;

}

public Staff(string name)

{

this.nameOfStaff = name;

Console.WriteLine("\n" + nameOfStaff);

Console.WriteLine("----------------------");

}

public Staff(string firstName, string lastName)

{

nameOfStaff = firstName + " " + lastName;

Console.WriteLine("\n" + nameOfStaff);

Console.WriteLine("------------------------");

}

}

internal class Program

{

static void Main(string[] args)

{

int Pay;

Staff staff1 = new Staff("Peter");

staff1.HourWoked = 160;

Pay = staff1.CalculatePay(1000, 400);

Console.WriteLine("Pay={0}", Pay);

Console.Read();

}

}

}