#include <iostream>

#include <stdio.h>

#include <string.h>

using namespace std;

struct employee

{

    int id;

    char name[20];

    double salary;

public:

    void *setid*(int *a*)

    {

        this->id = *a*;

    }

    void *setname*(const char \**a*)

    {

*strcpy*(this->name, *a*);

    }

    void *setsalary*(int *a*)

    {

        this->salary = *a*;

    }

    int *getid*()

    {

        return this->id;

    }

    const char \**getname*()

    {

        return this->name;

    }

    int *getsalary*()

    {

        return this->salary;

    }

*employee*()

    {

        cout *<<* "\nEmployee Default constructor";

        this->id = 00;

*strcpy*(this->name, "not given");

        this->salary = 000;

    }

*employee*(int *id*, const char \**nm*, double *salary*)

    {

        cout *<<* "\nEmployee Parameterized constructor";

        this->id = *id*;

*strcpy*(this->name, *nm*);

        this->salary = *salary*;

    }

    void *display*()

    {

        cout *<<* "\n name is : " *<<* name;

        cout *<<* "\n id is : " *<<* id;

        cout *<<* "\n salary is : " *<<* salary;

    }

}; *// Class Emp End*

class Salesmanager : public employee

{

    double incentive;

    int target;

public:

    void *setincentive*(double *i*)

    {

        this->incentive = *i*;

    }

    void *settarget*(int *t*)

    {

        this->target = *t*;

    }

    double *getincentive*()

    {

        return this->incentive;

    }

    int *gettarget*()

    {

        return this->target;

    }

*Salesmanager*() : *employee*()

    {

        cout *<<* "\nSales Manager Default constructor";

        this->incentive = 000;

        this->target = 00;

    }

*Salesmanager*(int *i*, const char \**nm*, double *salary*, double *in*, int *t*) : *employee*(*i*, *nm*, *salary*)

    {

        cout *<<* "\nSales Manager Parameterized constructor";

        this->incentive = *in*;

        this->target = *t*;

    }

    void *display*()

    {

        employee::*display*();

        cout *<<* "\n incentive is : " *<<* this->incentive*<<*"%";

        cout *<<* "\n target is : " *<<* this->target;

    }

};

class Admin : public employee

{

    double allowance;

public:

    void *setallowance*(double *a*)

    {

        this->allowance = *a*;

    }

    double *getallowance*()

    {

        return this->allowance;

    }

*Admin*() : *employee*()

    {

        cout *<<* "\nAdmin Default constructor";

        this->allowance = 00;

    }

*Admin*(int *i*, const char \**nm*, double *salary*, double *a*) : *employee*(*i*, *nm*, *salary*)

    {

        cout *<<* "\nAdmin Parameterized constructor";

        this->allowance = *a*;

    }

    void *display*()

    {

        employee::*display*();

*// Salesmanager::display();*

        cout *<<* "\n allowance is : " *<<* this->allowance*<<*"%";

    }

};

class HR : public employee

{

    int commission;

public:

    void *setcommission*(int *c*)

    {

        this->commission = *c*;

    }

    int *getcommission*()

    {

        return this->commission;

    }

*HR*() : *employee*()

    {

        cout *<<* "\nHr Default constructor";

        this->commission = 000;

    }

*HR*(int *i*, const char \**nm*, double *salary*, int *c*) : *employee*(*i*, *nm*, *salary*)

    {

        cout *<<* "\nHR Parameterized constructor";

        this->commission = *c*;

    }

    void *display*()

    {

        employee::*display*();

        cout *<<* "\n commission is : " *<<* this->commission*<<*"%";

    }

};

int *main*()

{

    Salesmanager s1;

    s1.*display*();

    cout *<<* "\n\n";

    Salesmanager *s2*(101, "Smram", 67000, 55, 5);

    s2.*display*();

    cout *<<* "\n\n";

    Admin a1;

    a1.*display*();

    cout *<<* "\n\n";

    Admin *a2*(19, "AdminVani", 80000, 12);

    a2.*display*();

    cout *<<* "\n\n";

    HR h1;

    h1.*display*();

    cout *<<* "\n\n";

    HR *h2*(17, "HrRavi", 73000, 8);

    h2.*display*();

    cout *<<* "\n\n";

}

Output:



