

Implement the following classes:

Employee
Attributes: name: string id: string salary: double
Properties: Name: string ID: string Salary: double

Properties	Functionalities
Name	Will set the value and return it
ID	Will set the value as the format "E-XXX" and return it
Salary	Will check if the value of salary is greater than zero then set the value and return it if the condition is satisfied

Methods	Functionalities
ShowInfo( )	Will print all the values

The following “Cashier” class inherits the “Employee” Class.

Implement the “Cashier” class following the given instructions:

Cashier
Attributes: name: string id: string salary: double bonus: double
Properties: Name: string ID: string Salary: double Bonus: double

Properties	Functionalities
Name	Will set the value and return it
ID	Will set the value as the format “E-XXX-C” and return it
Salary	Will check if the value of salary is greater than zero then set the value and return it if the condition is satisfied
Bonus	Will take the value as percentage

Methods	Functionalities
AnnualSalary(double bonus, double salary)	Will take bonus and salary as parameters and calculate the annual salary and print it
ShowInfo( )	Will override the actual implementation done in the parent class and print all the values including salary

Instructions to be followed:

1. All the classes must have parameterized constructors.
2. “Cashier” class must inherit the “Employee” class.
3. Create 3 objects of each class in the main program.
4. Use for each loop to print the information of the objects.