**College of Computer Studies**

**Laboratory Activity Form**

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| **Course Number** | DC110 |
| **Course Title** | Programming |
| **Topics Covered:** | Abstract Classes |
| **Objectives:** | Design classes |
| **Description** | |
| 1. Implement a class Employee with the following attributes: name, age, company and address.  2. Implement the following classes that extend the Employee class  *class CommissionEmployee*  A commission employee is an employee that is paid a regular salary plus commission. Commission is computed based on the number of items sold and the amount of commission per item sold.  *class PieceWorker*  A pieceworker employee is paid based on the number of items completed multiplied by the wage per item.  c*lass HourlyEmployee*  An hourly employee is paid based on the number of hours worked times the rate.  3. After completing number 3, do the following:  Implement a class for representing a list of all employees that is also capable of computing the payroll. Call your class *EmployeeRoster*. The class stores employee information in an array. Note that the employees can be any of the three kinds of employees but they should be stored in the same array.  Your class should contain appropriate constructors and the following methods:  *public void add(Employee e);*  *public void remove(Employee);*  *public int count();* // returns number of employees  *public int countCE();* // returns number of commission employees  *public int countPE();* // returns number of piece workers  *public int countHE();* // returns number of hourly employees  *public void display();* // displays all employees  *public void displayCE();* // displays all commission employees  *public void displayPE();* // displays all piece workers  *public void displayHE();* // displays all hourly employees  *public void payroll();* // computes and displays all employees and  // and their earnings | |
| ***Sample Output if Applicable*** | |
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| **Remarks** | |
| Place all the files in a folder named ClassEmployee. | |