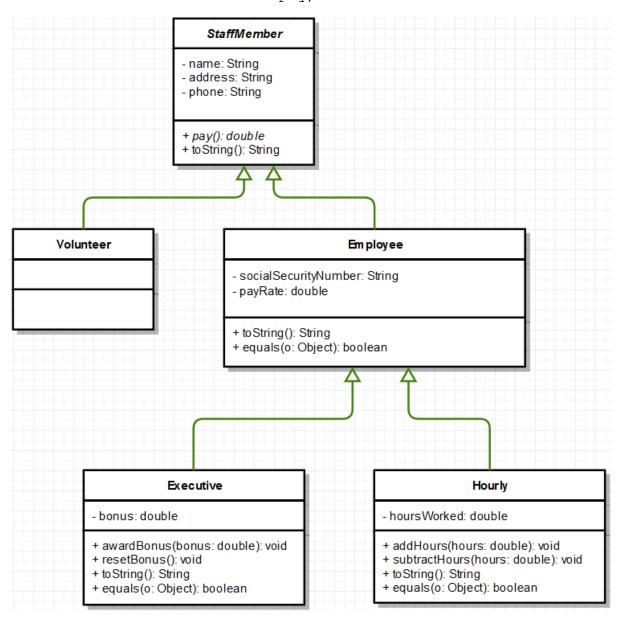
Consider the following UML class diagram (noting that StaffMember is an abstract class and contains one abstract method called pay).



This classes in this diagram are going to help you to model a payroll system.

## Note 1:

To pay an Employee, return their pay rate (this is essentially their salary).

To pay an Executive, return their pay rate + their bonus.

To pay an Hourly worker, return their pay rate \* hours worked.

To pay a Volunteer, return 0.0 (they don't get paid).

## Note 2:

The awardBonus method in the Executive class should increase the bonus for a given executive by the specified amount.

The resetBonus method in the Executive class should reset the bonus for a given executive to 0.0.

The addHours method in the Hourly class should increase the hours worked for a given hourly worked by the specified amount.

The subtractHours method in the Hourly class should decrease the hours worked for a given hourly worked by the specified amount.

## To Do:

- 1. Create a Netbeans project and add these classes to it. Add getter/setter methods for each of the properties in each class along with suitable constructor methods for class also.
- 2. Create another class called Firm. This class should have a main method.
- 3. In the firm class create an ArrayList (to hold StaffMember objects) and:
  - 3.1. Create an **executive** object (call it **ex1**) with the following details and then add it to your ArrayList.

name: Dave

address: Washington St

phone: 345665

social security number: 4513-45-89

pay rate: 15000.45

bonus: 0.0

3.2. Create an **employee** object (**emp1**) with the following details and then add it to your ArrayList.

name: Dom

address: William St phone: 987654

social security number: 94-65-41

pay rate: 1200.15

3.3. Create an hourly object (hrl1) with the following details and then add it to your ArrayList.

name: Liam

address: Shop St phone: 986532

social security number: 984-474-325

hourly rate: 12.45 hours worked: 5

3.4. Create a volunteer object (vol1) with the following details and then add it to your ArrayList.

name: Grace

address: O'Connell St phone: 557282

- 3.5. Award **ex1** a bonus of 9000.00.
- 3.6. Increase the hours worked for hrl1 by 40.
- 3.7. Set the pay rate for **emp1** to 1000.00.
- 3.8. Create an **executive** object (call it **ex2**) with the following details and then add it to your ArrayList.

name: Tom

address: Moylish Park

phone: 784211

social security number: 4211-99-0

pay rate: 1799.45 bonus: 500.00

- 3.9. Award ex2 a bonus of 700.00.
- 3.10. Create an **employee** object (call it **emp2**) with the following details and then add it to your ArrayList.

name: Aoife

address: Friars Sq phone: 716234

social security number: 99-61-42

pay rate: 2300.00

3.11. Write a method called pay and add it to your Firm class. This method will accept your ArrayList of objects as an argument and should not have a return value. Iterate over the ArrayList and "pay" each of the Staff Members. As you pay each staff member, print to the screen their personal details as well as the sum of money they have received in payment (format it accordingly). In the case of a Volunteer (who does not receive any money) just print "Thanks". The output should look something like the following:

[Executive] Name: Dave Address: Washington St Phone: 345665 Social Security Number: 4513-45-89 Paid: €24,000.45 [Employee] Name: Dom Address: William St Phone: 987654 Social Security Number: 94-65-41 Paid: €1,000.00 [Hourly] Name: Liam Address: Shop Street Phone: 986532 Social Security Number: 984-474-325 Current hours: 45 Paid: €560.25 [Volunteer] Name: Grace Address: O'Connell St Phone: 557282 [Executive] Name: Tom Address: Moylish Park Phone: 784211 Social Security Number: 4211-99-0 Paid: €2,999.45 \_\_\_\_\_\_

[Employee] Name: Aoife

Address: Friars Sq

Phone: 716234

Social Security Number: 99-61-42

Paid: €2,300.00

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