CS0008: Intro to Python
Weekly Assignment 12
Working with Inheritance

Part 1: Working with Employees and Owners (7 points)
Once you have written the Employee and Owner classes in part 1 of Assignment 11, write a program and use the correct Employee and Owner methods from Assignment 11 to allow the user to enter information for as many Owner and Employee objects that they would like to create. After creating the objects with the correct information, you should show the information of each object by printing it. However, if the object is an Owner, print the words "Owner" and dashed lines followed by the Owner's information and if the object is an Employee, print the words "Employee" and dashed lines followed by the Employee's information.

Before you start however, there are several things to consider. First, for each object the user enters, you need ask them if they are going to enter an owner (yes or no) which will change what information you ask for. Second, think about how to handle getting the payroll information for the owners. Lastly, think about how you want to keep track of all these objects because you will need to print out their information only after the user is done entering data for ALL objects.

Example print out:

```
Owner
-----
Name: Susan
ID: 1
Department: Executive
Job Title: Co-Owner
Payroll: Mark
Tax: 7%

Owner
-----
Name: Mark
ID: 2
Department: Executive
Job Title: Co-Owner
Payroll: John, Jessica
Tax: 9%

Employee
--------
Name: Mark
ID: 241243
```

```
Department: Engineering
Job Title: Software Engineer

Employee
--------
Name: Jessica
ID: 243123
Department: Engineering
Job Title: Software Engineer

Employee
--------
Name: John
ID: 451243
Department: Marketing
Job Title: Advertising Manager
```

Part 2: UML Diagrams (3 points)

Make UML Diagrams for the Employee class and Owner class and use arrows to show their inheritance relationship.