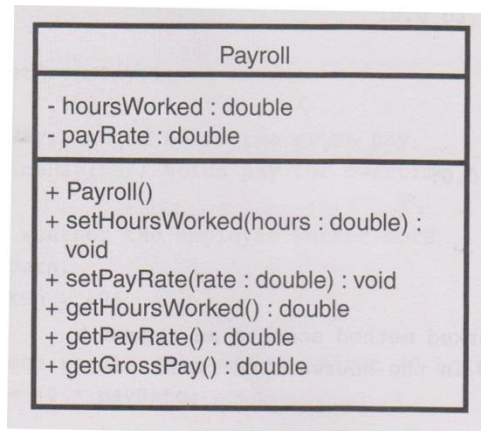


# Payroll Calculator

## Chapter 4

\*\*\*\*\*READ THESE INSTRUCTIONS\*\*\*\*\*



Write a class that models the above UML utilizing the Summary information below.

**DO NOT ADD** attributes in order to avoid the creation of stale data. Once your class is complete, write a demo that creates a Payroll object, prompts the user for their hours and pay rate and utilizes the methods to return the employee's gross pay.

Summary (attributes):

- hoursWorked holds the number of hours and employee worked
- payRate holds the employee's hourly rate of pay

Summary (methods):

- the Constructor initializes the fields to 0.0.
- setHoursWorked (mutator) accepts an argument and stores the value in hoursWorked.
- setPayRate (mutator) accepts an argument and stores the value in payRate.
- getHoursWorked (accessor) returns the value stored in hoursWorked.
- getPayRate (accessor) returns the value stored in payRate.
- getGrossPay calculates and returns the employee's gross pay. If the number of hours worked is greater than 40, the method calculates and adds overtime pay to gross pay. The overtime pay rate is 1.5 times the standard hourly rate.