

# OBJECT ORIENTED PROGRAMMING (JAVA) (CST8284)

## **LAB 6: Important Information**

- Carefully review all files provided to you to understand the logic and hierarchy involved in this application, and what you need to do.
- Do NOT proceed with the tasks in this slide deck until you have reviewed each code file to ensure that you are doing the right thing.
- Code files required to work on this Lab has been provided (except the one you will create). Pay attention to comments inserted in the code files.



#### **Overview**

- In this lab you will leverage on your knowledge of abstract classes, inheritance, polymorphism and interfaces to implement polymorphic behavior on an interface.
- You are required to modify the account Payme application that has been provided to you in this lab, such that it will include the full functions of an application.
- The modified application is required to process two invoice objects, and will also process each object of the subclasses of a super class called Programmer. Invoice and Programmer are unrelated classes.



## Overview (2)

- If the object currently being processed is a BasePlusCommissionProgrammer, then the application should increase the BasePlusCommissionProgrammer's base salary by 10%.
- Your output file should show the payment amount for each object processed.



#### Items provided for you include:

- Java code files and sample output are provided for you in this lab. You will need to <u>create</u>, <u>update</u> and/or <u>modify</u> specific files. Items provided include:
  - Programmer.java (abstract Superclass that implements Payme interface)
  - Invoice.java (unrelated class that implements Payme)
  - PaymeInterfaceTest.java (provides the main method to test your classes)
  - Sample output file (just a sample)



### Items provided for you (2)

- CommissionProgrammer.java (programmers who are paid based on commission. Extends Programmer)
- HourlyProgrammer.java (programmers who are paid per hour. Extends Programmer)
- SalariedProgrammer.java (regular salaried programmers. Extends Programmer)
- BasePlusCommissionProgrammer (extends CommissionProgrammer)



## YOUR TASKS...





#### Your Tasks: Declare the Payme interface

### Payme.java interface declaration

- Create a Payme.java file (this is the Payme interface declaration).
- Should contain a method of type double called getPaymentAmount() for calculating payment.
- It is important to note that both Invoice and Programmer implements interface Payme.



## Your Tasks...(2)

Review the code file for Programmer provided for you, and include required code to all the sections that have been marked.

Do not modify the Invoice code file.



## Your Tasks...(3)

- Modify the following codes files that were given to you named: HourlyProgrammer, SalariedProgrammer, and CommissionProgrammer so as to place them in the Payme hierarchy (as subclasses of the Programmer code file provided for you).
  - Hint: Look through the code in the these subclasses and change the name of the earning method to getPaymentAmount in each class.
  - Explain the reason why you had to do so to your professor. Do you know why?



## Your Tasks...(4)

- Modify the BasePlusCommissionProgrammer so that it extends the current version of the CommissionProgrammer class that you created in your Task 1 (previous slide).
- ❖ Modify the test file for this application provided to you, called the PaymeInterfaceTest, so that it can process two Invoices polymorphically, one HourlyProgrammer, one CommissionProgrammer, one SalariedProgrammer, and one BasePlusCommissionProgrammer.



## Your Tasks (5) Modify the Test File (2)

- Create an array of Programmer variables to store the references to objects of each concrete class in your Programmer hierarchy.
- This should show the String representation and each of the existing Programmer payments (their earnings).



## Your Tasks... (6)

#### For your output file be sure to:

- Output a String representation of each Payme object.
- ➤ show in your code the fact that: If an object is a BasePlusCommissionProgrammer, increase the base salary by 10% and show this in your output.
- Show the <u>output</u> of the **payment amount** for each Payme object.
- See the sample output format provided. Reuse the details provided in the output file (such as first name, last name, etc. <u>but use your name</u> as the last name listed). Remember that this is just a sample file.



#### Part B: To Be Announced in Lab



#### Demo your lab to the Professor (RUBRICS)

- Show your code for Payme interface declaration
- Show your professor the updates you made to the classes: Programmer, HourlyProgrammer, CommissionProgrammer, BasePlusCommissionProgrammer, SalariedProgrammer and PaymeInterfaceTest.java

- Run your code to show that it works correctly
- Show your output file to your Professor
- Prepare to answer some questions.

