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}

}

}

Employee:

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace lab3

{

internal class Employee:UserInformation

{

public Employee(string userName, uint userAge, uint userID, double baseSalary):base(userName, userAge, userID, baseSalary)

{

}

public override double GetSalary()

{

return BaseSalary\*2;

}

}

}

Manager:

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace lab3

{

internal class Manager:UserInformation

{

public Manager(string userName, uint userAge, uint userID, double baseSalary) : base (userName, userAge, userID, baseSalary)

{

}

public override double GetSalary()

{

return BaseSalary \* 3;

}

}

}

Director:

using System;

using System.Collections.Generic;