

Classes, Objects and Inheritance

- Starting with the employee class you created in the previous assignment, create a manager class. This class should use the previously created employee class as the base class and make a derived class called manager. This class should include a long term bonus method that compute the long term bonus to be 40% of their salary. Create a program to instantiate the new class and show that it works.
- Create a car class. This should have methods for make, model, sticker price and discount price (90% of sticker price). Then create a derived class called sport. Inherit the car class but add options methods. Set the option to Y to include the option in the updated price method. See table below. Define a method for each option.

Option (method)	Option Price
SportWheels	1000.00
SportEngine	3000.00
SportInterior	2000.00

For each method set to Y add the amounts to the updated price and display using a method called price with options.

Write a program to instantiate the object and show that it works.