**Test Case #3.1**

**Description:** Update the salary of full-time employees who earn less than a specific amount

**Test Inputs**: New salary amount, newSal = 120000. Salary threshold, maxSal = 80000

**Expected Results:** The respective salary amounts for employees below the threshold will be updated, and those above the threshold will be unchanged.

**Initialization:** Instantiate multiple FulltimeEmployee objects.

**Dependency:** none

**Test Steps:**

3.1.1 set the salary of one FulltimeEmployee object to be below maxSal.

3.1.2 set the salary for another FulltimeEmployee object to exceed maxSal.

3.1.3 use the method call increaseSalaryIfBelowThreshold(maxSal, newSal)

3.1.4 retrieve the updated salaries of both FulltimeEmployee objects using getSalary().

**Actual Result:** The getSalary() method for the FulltimeEmployee object below the threshold returns 120000. The getSalary() method for the FullTimeEmployee above the threshold returns the initial salary, without change.

**Pass/Fail:** Pass if getSalary() returns an updated value for one employee, and retains the value of the other. Fail if no salaries are changed, or if both salaries are changed.

**Tear down:** Set the FulltimeEmployee instances to null

**Test Case #3.2**

**Description:** Update the hourly wage of part-time employees who earn less than a specific amount

**Test Inputs**: New wage amount, newWage = 16. Wage threshold, maxWage = 13

**Expected Results:** The respective wage amounts for employees below the threshold will be updated, and those above the threshold will be unchanged.

**Initialization:** Instantiate multiple Part\_Time\_Employee objects.

**Dependency:** none

**Test Steps:**

3.1.1 set the wage of one Part\_Time\_Employee object to be below maxWage.

3.1.2 set the wage of another Part\_Time\_Employee object to exceed maxWage.

3.1.3 call the method increaseWageIfBelowThreshold(maxWage, newWage)

3.1.4 retrieve the updated wages of both Part\_Time\_Employee objects using getWage().

**Actual Result:** The getWage() method for the Part\_Time\_Employee object below the threshold returns 16. The getWage() method for the Part\_Time\_Employee above the threshold returns the object’s initial, unmodified wage.

**Pass/Fail:** Pass if getWage() returns an updated value for one employee, and retains the value of the other. Fail if no wages are changed, or if all wages are changed.

**Tear down:** Set the Part\_Time\_Employee instances to null