ITSE 2321 – OBJECT-ORIENTED PROGRAMMING JAVA
Program 4 – Selection Control Structures

The owners of the Annan Supermarket would like to have a program that computes the weekly gross pay of their employees. The user will enter an employee's ID number, the hourly rate of pay, and the number of hours worked for the week. In addition, Annan Supermarkets would like the program to compute the employee's net pay and overtime pay. **Overtime hours, any hours over 40, are paid at 1.5 the regular hourly rate.** Net pay is Gross minus deductions. Assume that deductions are made up of income tax (at 12.75% of gross if the gross exceeds $750.00) and a $35 parking charge. Format all monetary values to two decimal places.

Use the Scanner class to input the user's data and **display all monetary values to two decimal places.** Don't forget to include the **developerInfo** method and comments.

The output should look like this:

```
Program 4

ID Number:          --
Pay Rate:           --
Regular Hours:      --
Overtime Hours:     --
Total Hours:        --
Regular Pay:        --
Overtime Pay:       --
Gross Pay:          --
Tax:                --
Deductions:         --
Net Pay:            --
```


Compile your program and correct all syntax errors and warnings. **You will not receive credit for the program if it does not compile successfully.**

Run your program three times with the following data:

Run 1		**Run 2**		**Run 3**	
ID Number:	1001	ID Number:	2002	ID Number:	3003
Hourly rate:	12.50	Hourly rate:	32.45	Hourly rate:	18.65
Hours worked:	36	Hours worked:	40	Hours worked:	52

Run your program and copy and paste the output to a file named **Program4-output.txt**. Create a folder named, **<YourFullName>_Program4**. Copy your source code and the output file to the folder. Zip the folder and upload it to Blackboard.

Before you upload your program to Blackboard:

- Ensure that your code conforms to the style expectations set out in class and briefly discussed below.

- Make sure your variable names and methods are descriptive and follow standard capitalization conventions.

- Put comments wherever necessary. Comments at the top of each module should include your name, file name, and a description of the module. Comments at the beginning of methods describe what the method does, what the parameters are, and what the return value is. See the **Program1-Template.java** for more details.

- *Program readability and elegance are as important as correctness.* After you have written your method, read and re-read it to eliminate any redundant lines of code, and to make sure variables and methods names are intuitive and relevant.

Read the assignment very carefully to ensure that you have followed all instructions and satisfied all requirements. **You will not get full credit for this program if it is not written as instructed even if it works as expected**.