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Date: 24-08-24 - 25-08-24
1.
Code:
namespace EmployeePayroll
{
  abstract class Employee
     public int Id { get; set; }
     public string Name { get; set; }
     public float BasicSalary { get; set; }
     public float Bonus { get; set; }
     public float NetSalary { get; set; }
     public abstract float CalculateSalary();
     public abstract float CalculateBonus();
  }
  class PermanentEmployee: Employee
  {
     public int Pf { get; set; }
     public override float CalculateSalary() {
       NetSalary = BasicSalary - Pf;
       return NetSalary;
     }
     public override float CalculateBonus()
       if (Pf < 1000)
       {
          Bonus = 0.10f * BasicSalary;
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}
     else if (Pf >= 1000 && Pf < 1500)
       Bonus = 0.115f * BasicSalary;
     else if (Pf >= 1500 && Pf < 1800)
       Bonus = 0.12f * BasicSalary;
     }
     else if (Pf >= 1800)
       Bonus = 0.15f * BasicSalary;
     return Bonus;
  }
}
class TemporaryEmployee: Employee
{
  public int DailyWages { get; set; }
  public int NoOfDays { get; set; }
  /*If pf<1000 set bonus as 10% of basic pay
   If pf>=1000 and pf <1500 set bonus as 11.5% basic pay
   If pf>=1500 and pf <1800 set bonus as 12% basic pay
   If pf>=1800 set bonus as 15% basic pay
  NetSalary = basic_salary - pf*/
  public override float CalculateSalary()
     NetSalary = DailyWages * NoOfDays;
     return NetSalary;
  }
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public override float CalculateBonus()
     if (DailyWages < 1000)
       Bonus = 0.15f * NetSalary;
     else if (DailyWages >= 1000 && DailyWages < 1500)
       Bonus = 0.12f * NetSalary;
     else if (DailyWages >= 1500 && DailyWages < 1750)
       Bonus = 0.11f * NetSalary;
     else if (DailyWages >= 1750)
       Bonus = 0.08f * NetSalary;
     return Bonus;
  }
}
internal class Program
  private static void Main(string[] args)
     Console. WriteLine ("Enter the Details");
     Console. WriteLine ("Enter the type of Employee: ");
     string EmpType = Console.ReadLine();
     if (EmpType.Equals("Permanent")){
       PermanentEmployee pe = new PermanentEmployee();
       Console.WriteLine("Enter Employee Id:");
        pe.Id = int.Parse(Console.ReadLine());
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Console.WriteLine("Enter Employee Name:");
  pe.Name = Console.ReadLine();
  Console.WriteLine("Enter Basic Salary:");
  pe.BasicSalary = float.Parse(Console.ReadLine());
  Console.WriteLine("Enter PF:");
  pe.Pf = int.Parse(Console.ReadLine());
  pe.CalculateSalary();
  pe.CalculateBonus();
  Console.WriteLine($"Employee Id: {pe.Id}");
  Console.WriteLine($"Employee Name: {pe.Name}");
  Console.WriteLine($"Basic Salary: {pe.BasicSalary}");
  Console.WriteLine($"PF: {pe.Pf}");
  Console.WriteLine($"Bonus: {pe.Bonus}");
  Console. WriteLine($"Net Salary: {pe.NetSalary}");
else if (EmpType.Equals("Temporary"))
  TemporaryEmployee te = new TemporaryEmployee();
  Console.WriteLine("Enter Employee Id:");
  te.Id = int.Parse(Console.ReadLine());
  Console. WriteLine ("Enter Employee Name:");
  te.Name = Console.ReadLine();
  Console. WriteLine ("Enter Daily Wages:");
  te.DailyWages = int.Parse(Console.ReadLine());
  Console. WriteLine ("Enter No. of days worked:");
  te.NoOfDays = int.Parse(Console.ReadLine());
```

{

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te.CalculateSalary();
    te.CalculateBonus();

Console.WriteLine($"Employee Id: {te.Id}");
    Console.WriteLine($"Employee Name: {te.Name}");
    Console.WriteLine($"Daily Wages: {te.DailyWages}");
    Console.WriteLine($"No. of Days Worked: {te.NoOfDays}");
    Console.WriteLine($"Bonus: {te.Bonus}");
    Console.WriteLine($"Net Salary: {te.NetSalary}");
}
```

## Output:



