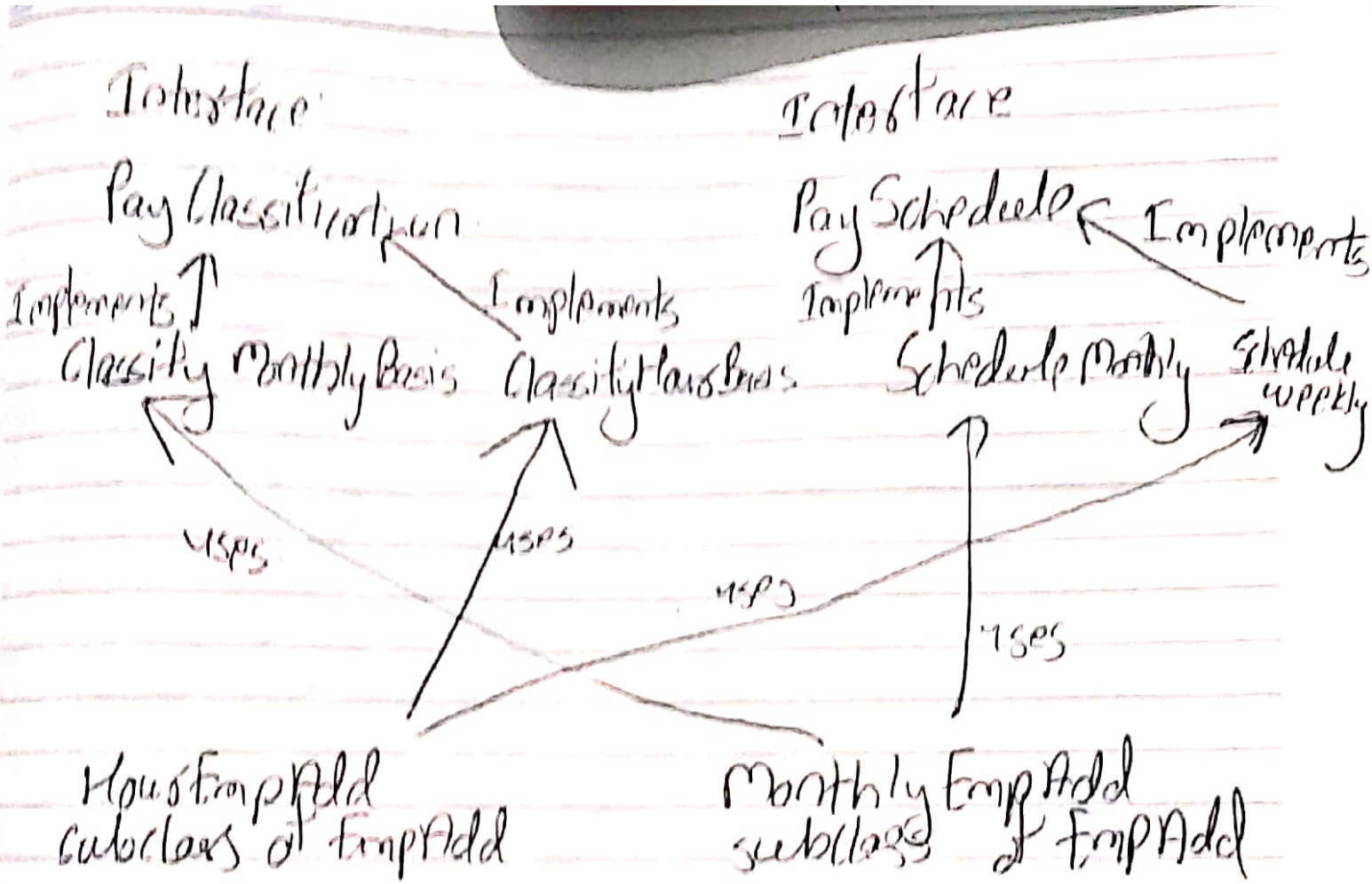
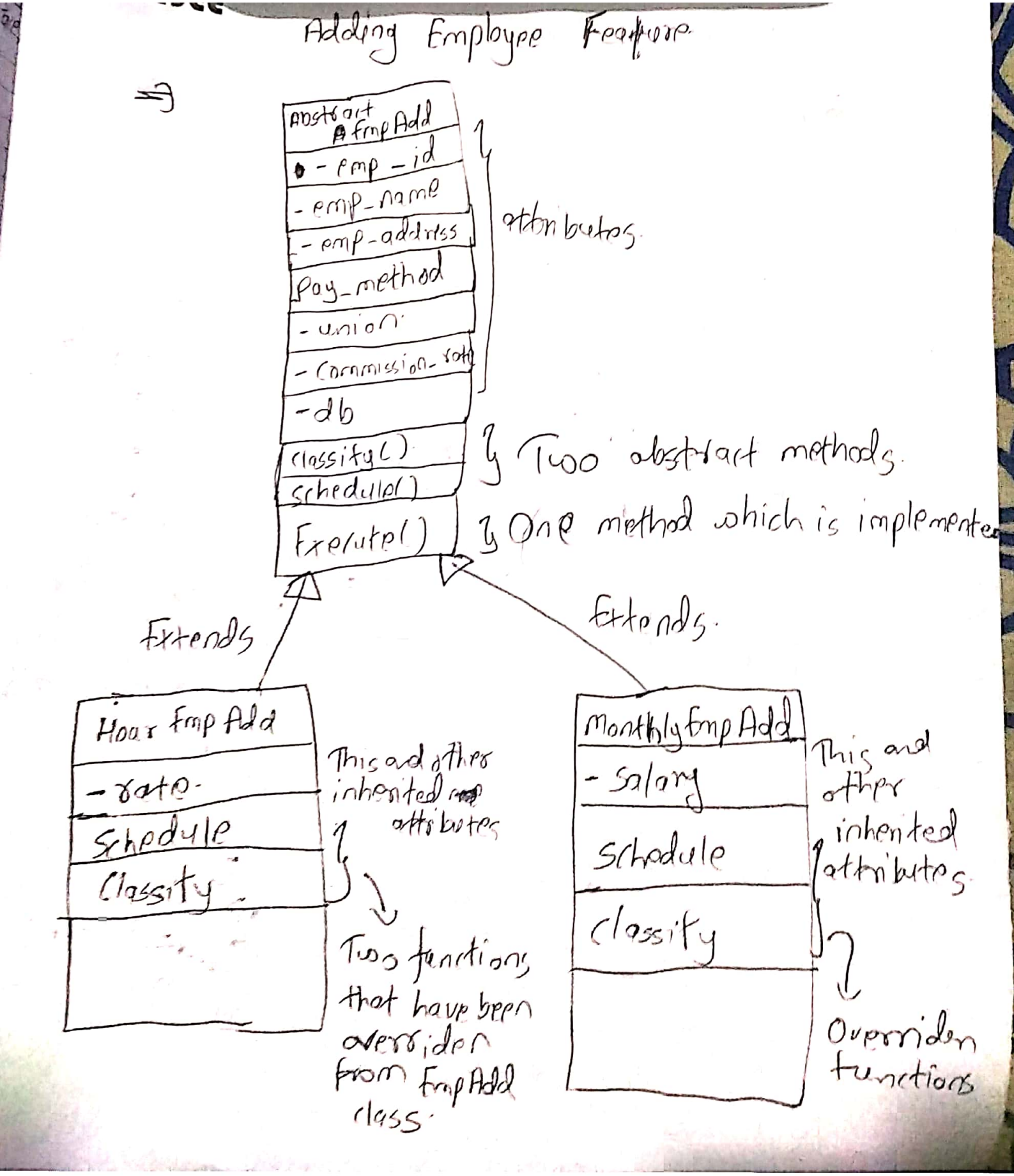


So, basically the arrows indicate that the Employee interface creating classes use the above mentioned implementations of the two interfaces; to connect employee variables ctype and stype

[ctype → PayClassification
stype → PaySchedule]

Adding Employee Feature



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Employee :- Class

↳ attributes:

emp_address [String] — stores address
emp_name [String] — stores name
emp_id [int] - stores id [unique]
pay_method [String] - stores payment method.
commision_rate [Double] - stores commission rate [if applicable].
union [boolean] ↓
true if the employee belongs to the union
false if the employee doesn't belong to union
ctype [Pay Classification] → classifies wether salary is calculated Hourly or Monthly
stype [Pay Schedule] → classifies wether salary should be paid monthly or weekly [in case of comnision [biweekly].

methods

isPayDate[DateTime payDate] → cheiks wether paydate has arrived or not.

isPayPeriodStartDate[DateTime PayDate]
↳ gets the Payment Period start date.

PayDay [Paycheck paycheck] → calculates amount to be paid to employee.

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Feature to Change Employee.

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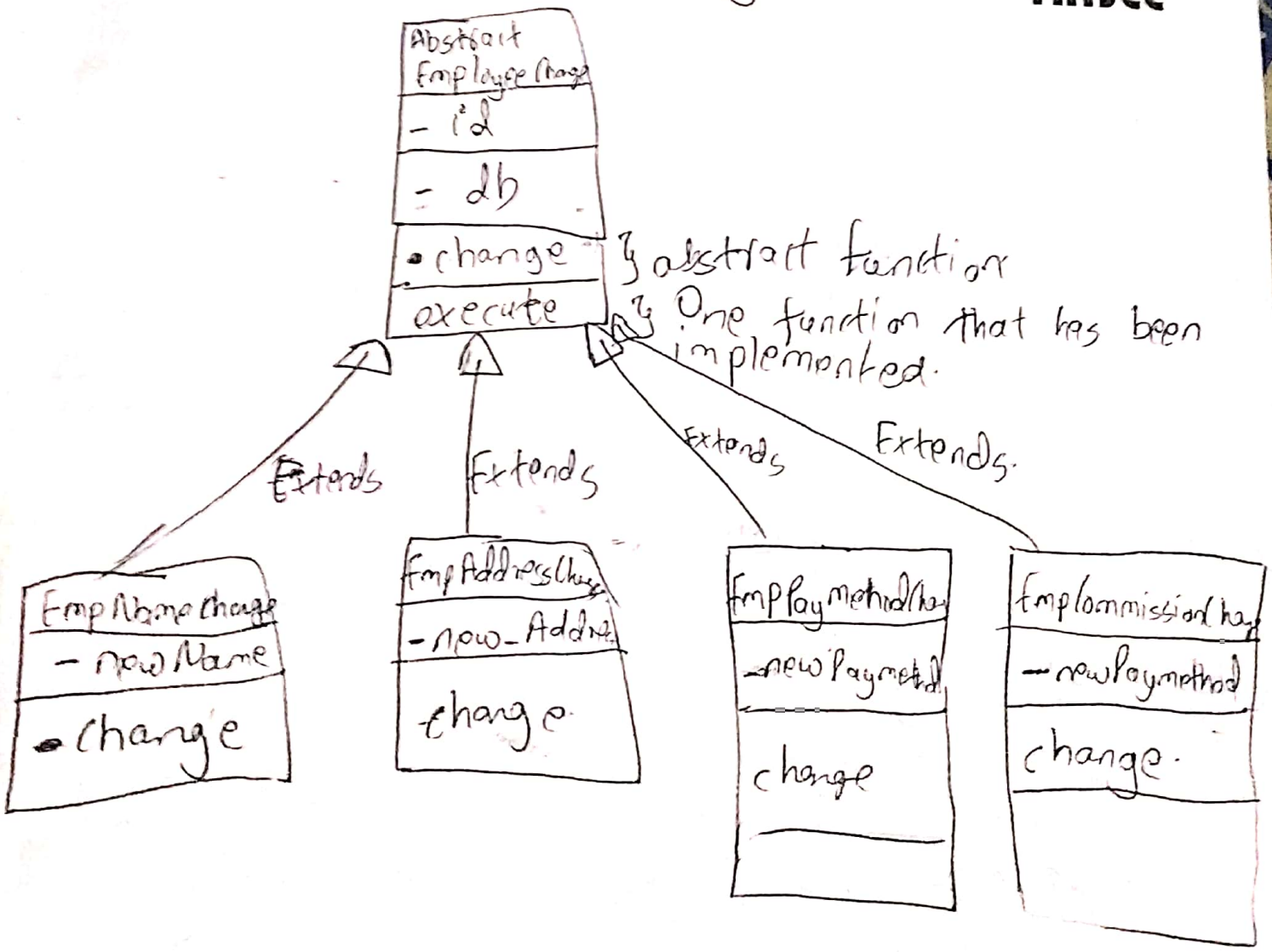

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