**Pseudo code For Part 1**

**Pseudo code for Driver Class(FA2023\_SalaryInWeek\_Gautam.java)**

// File Name: FA2023\_SalaryInWeek\_Gautam.java

// Import necessary libraries

// Define the DriverClass

public class FA2023\_SalaryInWeek\_Gautam {

public static void main(String[] args) {

// Prompt the user for input

String SSNumber = getUserInput("Enter SS Number: ");

String lastName = getUserInput("Enter Last Name: ");

String firstName = getUserInput("Enter First Name: ");

String phone = getUserInput("Enter Phone Number: ");

String address = getUserInput("Enter Address: ");

float salaryRate = getFloatUserInput("Enter Salary Rate: ");

// Create an instance of the EmployeeClass with user input

FA2023\_Employee\_Gautam employee = new FA2023\_Employee\_Gautam(SSNumber, lastName, firstName, phone, address, salaryRate);

// Display employee details using toString method

System.out.println("Employee Details:");

System.out.println(employee.toString());

// Calculate and display the salary for one week using calculateSalaryOneWeek method

System.out.println("Salary for One Week: $" + employee.calculateSalaryOneWeek());

}

// Helper method to get user input for strings

private static String getUserInput(String prompt) {

// Implement user input logic and return the entered value

}

// Helper method to get user input for float values

private static float getFloatUserInput(String prompt) {

// Implement user input logic for float values and return the entered value

}

}

**Pseudo code for Data type Class(FA2023\_Employee\_Gautam.java)**

// File Name: FA2023\_Employee\_Gautam.java

// Define the EmployeeClass as a subclass of FA2023\_Person

public class FA2023\_Employee\_Gautam extends FA2023\_Person {

// Declare private variable for salary rate

// Constructors for EmployeeClass

public FA2023\_Employee\_Gautam() {

// Implement no-argument constructor

}

public FA2023\_Employee\_Gautam(String num, String last, String first, String phoneN, String addr, float rate) {

// Implement parameterized constructor

}

// Additional mutator and accessor methods for salary rate

public void setSalaryRate(float rate) {

// Set the salary rate

}

public float getSalaryRate() {

// Return the salary rate

}

// Method to calculate salary for one week

public float calculateSalaryOneWeek() {

// Implement salary calculation logic and return the result

}

// Override toString method to include additional information

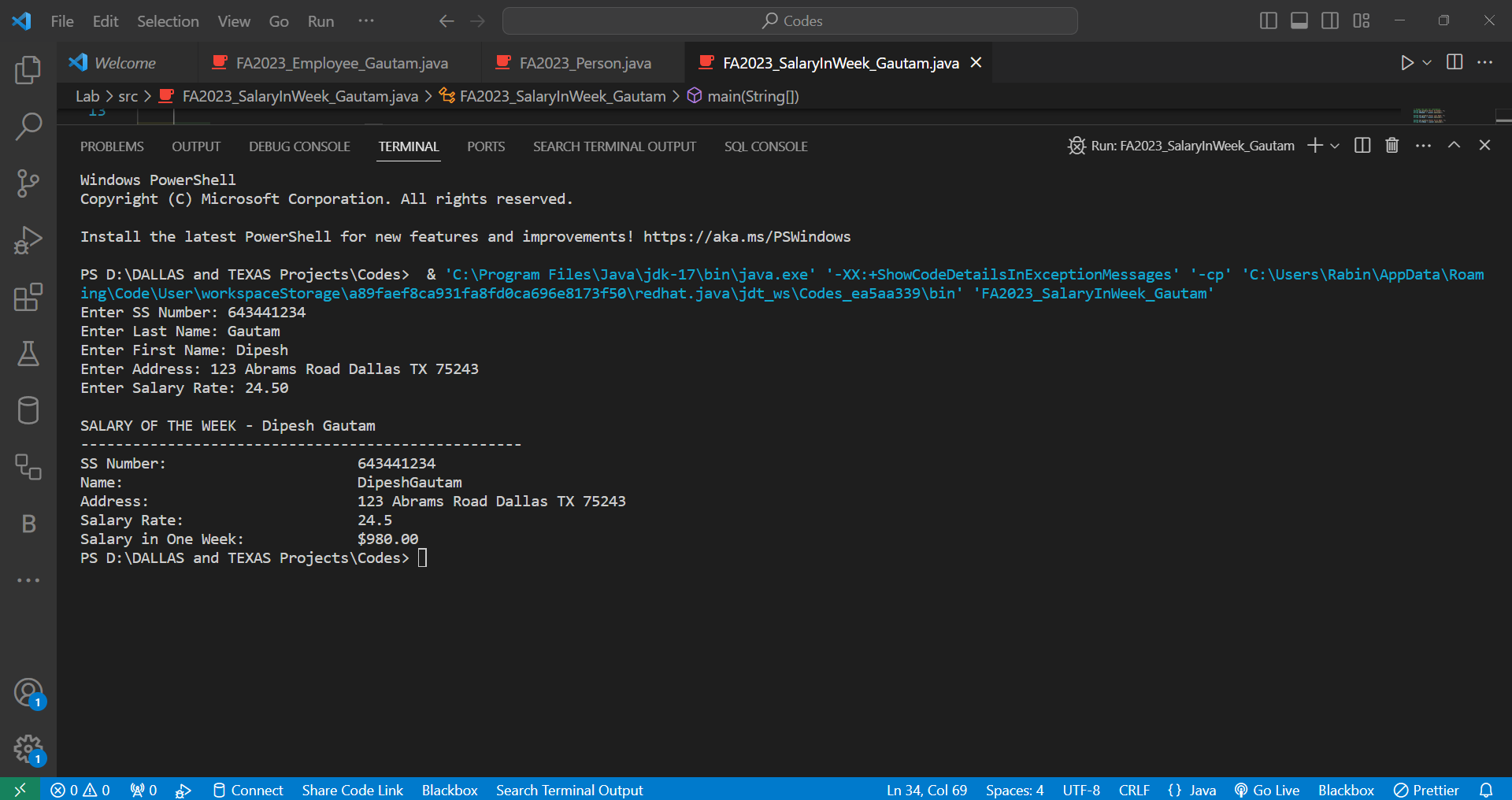
@Override

public String toString() {

// Implement the toString method to display employee information

}

}

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