

## Hands-on Exercise Objective

After completing the hands-on exercises, you will be able to:

- Implement Inheritance in your program
- Apply method overriding concept in inheritance

**Scenario:** In a company there are employees with two designations **Manager** and **Trainee**. Both employees share the same set of attributes and basic salary calculation logic is same but the basic salary of trainee and manager are different.

The Manager has a travel allowance equal to 15% of the basic salary, whereas all the other employees the travel allowance is 10% of the basic salary. Write a program to maintain the entities using inheritance.

## Problem Statement 1:

1. Create a class Employee with the following instance variables.

Instance variables	Data type
employeeId	long
employeeName	String
employee Address	String
employee Phone	Long
basicSalary	double
specialAllowance	double default value- 250.80
Hra	double,default value- 1000.50

2. Create an overloaded constructor in the employee class, which takes the below constructor parameters and initializes them to their respective instance variables.

Constructor parameter	Instance Variable
Id	employeeId
Name	employeeName
address	employeeAddress
phone	employeePhone

3. Create a method **calculateSalary** in which the basic salary needs to be calculated as below.

**salary** = **basicSalary** + ( **basicSalary** \* **specialAllowance**/100) + ( **basicSalary** \* **hra**/100);

The calculated salary should be displayed in the console.

**NOTE: salary is a local variable.**

4. Create the sub classes **Manager** and **Trainee** with base class **Employee**. Create overloaded constructors which takes the below parameters and initializes them to their respective variables in the super class.

Constructor parameter	Instance Variable
id	employeeId
Name	employeeName
address	employeeAddress

phone	employeePhone
salary	basicSalary

5. Create a class "**InheritanceActivity.java**" with a main method which performs the below functions,

**Test case #1:**

- Create an instance of **Manager** class by calling the overloaded constructor with the below parameters,

Constructor parameter	Instance Variable
id	126534
Name	"Peter"
address	"Chennai India"
phone	237844
salary	65000

- Invoke the **calculateSalary** method of the manager object. The salary calculated should be printed in the console.

**Test case #2:**

- Create an instance of **Trainee** class by calling the overloaded constructor with the below parameters,

Constructor parameter	Instance Variable
id	29846
Name	"Jack"
address	"Mumbai India"
phone	442085
salary	45000

- Invoke the **calculateSalary** method of the trainee object. The salary calculated should be printed in the console.

**Problem Statement 2:**

1. Add a method called **calculateTransportAllowance** in **Employee** class which should calculate the transport allowance by calculating 10% (default allowance) of the salary. Print the salary after calculating.  

$$\text{transportAllowance} = 10/100 * \text{basicSalary}.$$
2. For a manager, the transportation allowance is 15% of the basic salary. So override the **calculateTransportAllowance** method in **Manager** class which should calculate the transport allowance as 15% of the base salary. Print the salary after calculating.  

$$\text{transportAllowance} = 15 * \text{basicSalary} / 100.$$
3. For a trainee, the transport allowance is same as the default allowance; the method **calculateTransportAllowance** in the base class can be used.

4. Invoke the ***calculateTransportAllowance*** for the manager and trainee class in the main method of ***InheritanceActivity.java***.

Q.2... Write a java class to develop an employee class object using constructor.

The constructor hold initialized the emp name & emp Id for 5 Emp  
now write another class having name and from this class you have to  
create 5 employee objects but  
you are not allowed to use new keyword.

Q.3... Develop a public java class and make sure nobody can create  
any object of this class from outside the class

Q.4.... Can you create object of a class from inside the scope of  
another class constructor.