

Create a project called lab8 (if using Visual Studio), and copy the file UMLPersonMI.cpp from Blackboard into lab8.cpp. Also download the file UMLPerson.pdf class hierarchy diagram for your reference.

Your group will add the following class hierarchy definitions and implementations to lab8.cpp:

- Add the PerCourse class as a derived class of the PayKind class. PerCourse will have one member variable, an unsigned called _feePerCourse. Declare and implement any additional functions required by PerCourse.
- Add the EmployeeKind base class (with no member variables). Declare and implement any additional functions required by EmployeeKind.
- Add the PartTime class as a derived class of EmployeeKind (with one member variable, an unsigned called _maxHours). Declare and implement any additional functions required by PartTime.
- Add the Adjunct class as a derived class of Faculty, PerCourse, and PartTime (with one member variable, an unsigned called _maxCourses). Declare and implement any additional functions required by Adjunct.

Also, change existing class(es) as follows, along with any changes to functions that may be necessary as a result:

- Add PartTime as a base class for Grader.

Update the main function to accommodate your changes to existing classes. Also, declare and display an instance of your new Adjunct class.

When finished, one member of your group should upload your completed lab8.cpp source file to Blackboard.