1. Employee Class:

- Attributes: name, address, mail, id, mobile, and basic.
- Method: salary(), which calculates and prints the gross and net salary based on the basic salary.

2. Programmer, Teamlead, Projectmanager, and APM Classes:

- These are subclasses of the Employee class, representing different types of employees.
- Each subclass has a constructor that takes the **name** and initial **basic** salary.
- The constructor of each subclass sets the name and basic attributes using the this keyword.

3. Inheritance Class:

- The main class where instances of different employee types are created and their salaries are calculated and printed.
- main method:
 - Creates instances of Programmer, Teamlead, Projectmanager, and APM.
 - Calls the **salary()** method for each instance to calculate and display the salary details.

In summary, this program demonstrates how inheritance allows different types of employees to inherit common attributes and methods from the **Employee** class. Each subclass specifies its own initial basic salary in its constructor, and the **salary()** method in the **Employee** class is used to calculate and print the gross and net salary for each type of employee