Credit Name: Chapter 8
Assignment Name:UEmployee

How has your program changed from planning to coding to now? Please explain?

At first, the program was planned to show how inheritance works by creating a base class, UEmployee, and two subclasses, Faculty and Staff. The idea was simple: UEmployee would handle shared details like name and salary, while the subclasses would add specific details, like department for Faculty or job title for Staff. The plan also included using an abstract method, getDetails(), that each subclass would implement to display its unique information.

When I started coding, I ran into a few challenges that required adjustments. For example:

The subclasses had to properly implement the getDetails() method from the abstract class, or else the program wouldn't compile.

I realized that I needed to use super() in the constructors of Faculty and Staff to call the UEmployee constructor and initialize shared fields like name and salary.

Adding user input made the program more interactive but also required handling errors, such as when users entered invalid employee numbers or negative salaries.

Now, the program is more polished. It works as planned but also includes features I didn't originally think about, like input validation to handle mistakes gracefully. The getDetails() method in each subclass now shows all necessary information, and user input makes the program dynamic. What started as a simple idea has become a complete, functional program that demonstrates inheritance, abstract methods, and user interaction effectively. It's a good balance between simplicity and functionality.