Hands on Labs

1. Write code for the below mentioned requirements

- **Create the class Employee with appropriate methods and data based on the code in Main method**
- **Code in Main**
  - **Create an array of Employee objects of the size 4 and store all the four objects created in TestMain inside this array, based on the values accepted from the console**
  - **Create an object of EmployeeReport**
  - **Set the ReportDate to the value accepted from the console**
  - **Invoke the DisplayEmployees() method by passing the employee array**
- **Code in EmployeeReport**
  - **Implement the DisplayEmployees() method**
  - **Iterate through the array of employees**
  - **For each element get the role description by using the RoleBuilder class method GetRoleDescription()**
  - **For each employee compute the allowances using the SalaryCalculator**
  - **For each employee compute the salary using the SalaryCalculator**
  - **Print the values of each employee object. Display the data based on the format prescribed in the statement**
  - **Console.WriteLine("EMP_ID\tNAME\tROLE\t\tBASIC\tHRA\tALLOW\tSALARY");**
- **Code in RoleBuilder**
  - **Implement the method GetRoleDescription() which accepts the RoleId**
  - **Ensure that the RoleId cannot be anything other than 1 to 4. If it is some other value, then return "UNDEFINED" as the description**
- **Code in SalaryCalculator**
  - **Implement the methods GetSalary() and GetAllowance() for an employee**
  - **Salary => Basic + HRA + Allowance**
  - **Allowance => Basic * AllowancePercentage/100.0**
- **Code in Roles**
  - **Declare the necessary members in the Roles class**