

The code consists of:

Interface basic : addSalary() and paySalary() So every employee inherits this interface, so they need to implement the methods

Class Union: It contains Union details, every employee inheriting this class can join / unjoin a union

Class Employee implements Basic extends Union: which contains employee details like id, salary

Class DayWager, MonthWager, ComWager: these are the different classes specifying the fields of different types employees, they all commonly inherit the properties of Employee class

Class Payroll : It consists of a hashmap of employees and functions to deal with employees such as add,remove,pay,posttimecard etc

Assumptions and Faults:

I took 1 month as 30 days and day 1 is Saturday, this affects correctness of code but not its properties.(I have taken care of the code such that employee joining on last day of month doesn't get full salary)

A person can join only 1 union at a time.

Union class is separated because there can be some kind of employees who work from home and don't want to join any union or something. This also makes code very extendable and reusable