

**\*\* All classes should use `constructors`, `private` member variables and `getter` and `setter` methods to access / modify variables. \*\***

1. Create an Address Book application, where a user can create new record, update record, delete record. Your application should be able to store multiple entries in the address book.

**Hint:** Use **array** of Address object. [12]

2. Create a Banking Application, where a user can create new account, deposit money, withdraw money and check the balance. [6]

3. Create an **Employee record system** for a company. The application will help the company to **view record of a specific employee**, update his info. The Company has 3 types of employee (**Salaried, HourlySalaried, Commissioned**), your application must handle all types of employee.

**Hints:** Use Inheritance and array of objects. [12]

**Bonus:** Use subclass polymorphism (5 bonus marks)

Note:

1. Salaried Employee: Salary given at the end of each month.
2. HourlySalaried Employee: Salary calculated as: Salary per hour \* No of hours worked.
3. Commissioned Employee: Has a base salary + commission for each product sold.