

Salary in IT companies

Position	Salary in dollars
IT Developer	Number of skills * 500\$ if developer knows OOP => +2000\$
Manager	Number of team members * 600\$
Commercial	Number of contracts * 400\$

```

class Employee {
    private contracts: Contract[] = []; // this is interesting only for commercials
    private teamMembers: Employee[] = []; // this is interesting only for managers
    private skills: String[] = []; // this is interesting only for developers

    /**
     * @param name employee name
     * @param employeeType can be either "DEVELOPPER" or "MANAGER" or "COMERCIAL"
     */
    constructor(private name: string, private employeeType: string) {}

    getSalary(): number {
        if (this.employeeType === "COMERCIAL") {
            return this.contracts.length * 400;
        } else if (this.employeeType === "MANAGER") {
            return this.teamMembers.length * 600;
        } else if (this.employeeType === "DEVELOPPER") {
            let salary = this.skills.length * 500;

            if (this.skills.includes("OOP")) {
                salary += 2000;
            }
            return salary;
        }
        return 0; // Else we don't know
    }
}

```

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ACTIVITY 5

20 MIN

- Change the given to and create the **appropriate classes**
- Use **polymorphism** to provide the right salary for each kind of employees

```
class Employee {
    private contracts: Contract[] = []; // this is interesting only for commercials
    private teamMembers: Employee[] = []; // this is interesting only for managers
    private skills: String[] = []; // this is interesting only for developers

    /**
     * @param name employee name
     * @param employeeType can be either "DEVELOPPER" or "MANAGER" or "COMERICAL"
     */
    constructor(private name: string, private employeeType: string) {}

    getSalary(): number {
        if (this.employeeType === "COMERICAL") {
            return this.contracts.length * 400;
        } else if (this.employeeType === "MANAGER") {
            return this.teamMembers.length * 600;
        } else if (this.employeeType === "DEVELOPPER") {
            let salary = this.skills.length * 500;
            if (this.skills.includes("OOP")) {
                salary += 2000;
            }
            return salary;
        } else {
            // we don't know
        }
    }
}
```