    // Constructor

    public Employee(int employeeID, String employeetype,String name, double baseSalary) {

        this.employeeID = employeeID;

        this.name = name;

        this.baseSalary = baseSalary;

       this.employeetype=employeetype;

    }

    // Method to generate payslip

    public void generatePayslip(double totalSalary) {

        double taxDeduction = totalSalary \* TAX\_RATE; // Calculate tax deduction

        System.out.println("Employee ID: " + employeeID);

         System.out.println("Employee type: " + employeetype);

        System.out.println("Name: " + name);

        System.out.println("Total Salary after Tax: " + (totalSalary - taxDeduction)); // Display total salary after tax

        System.out.println("---------------");

    }

}

public class PayrollSystem {

    public static void main(String[] args) {

        // Array of employees with different types and base salaries

        Employee[] employees = {

            new Employee(101,"full-time", "TRUMP", 100000),    // Full-time

            new Employee(102,"part-time", "BIDEN", 50000),     // Part-time

            new Employee(103,"Contract" ,"BUSH", 25000)     // Contract

        };

        //  payroll for each employee using a loop

        for (Employee i : employees) {

            double totalSalary;

            if (i.baseSalary == 100000) {

                totalSalary =i.baseSalary \* 1.25;  // 25% additional for full-time

            } else if (i.baseSalary == 50000) {

                totalSalary = i.baseSalary \* 1.15;  // 15% additional for part-time

            } else {

                totalSalary = i.baseSalary \* 1.05;  // 5% additional for contract

            }

            // Generating payslip for each employee

          i.generatePayslip(totalSalary);

        }

    }

}