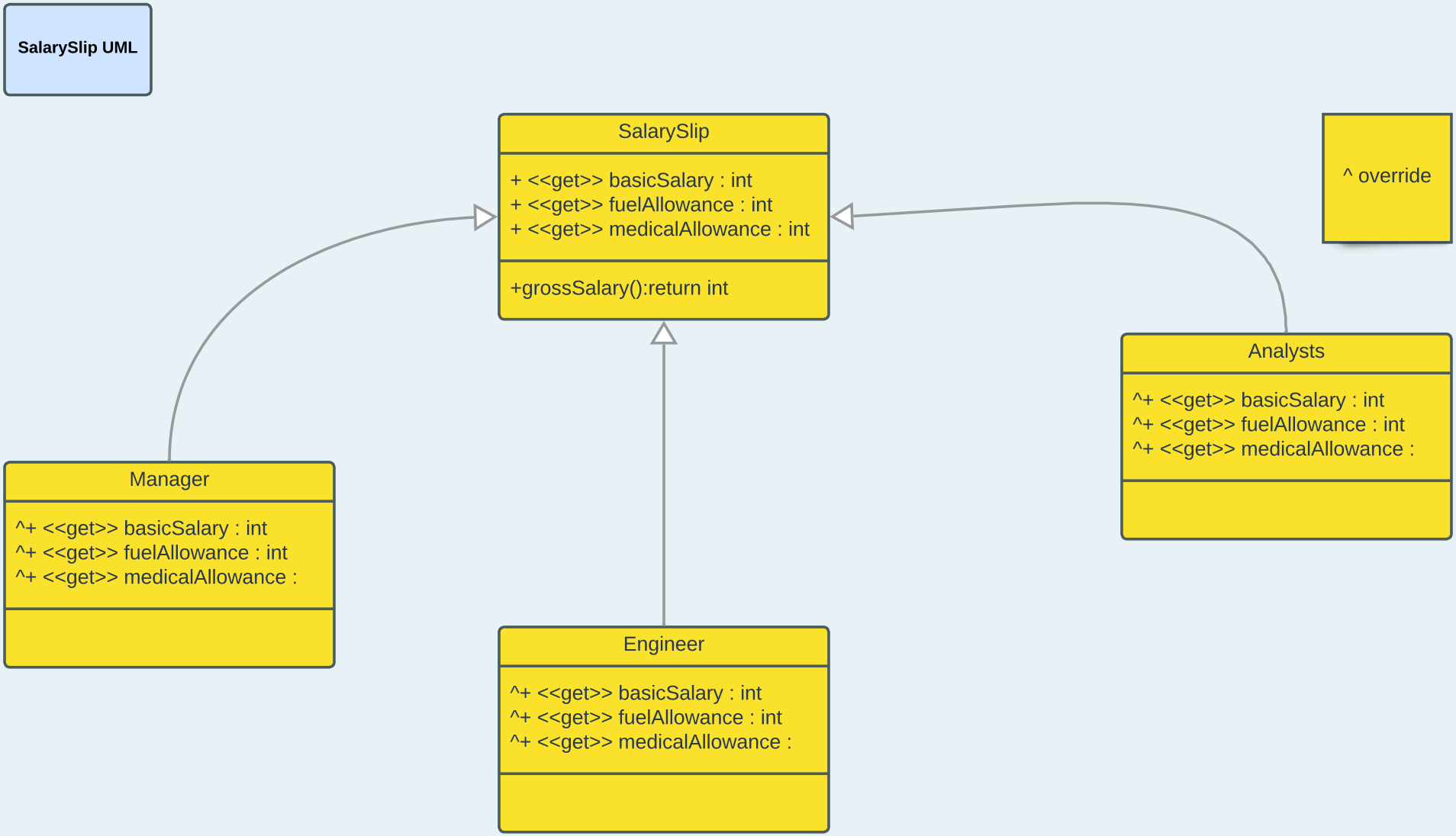
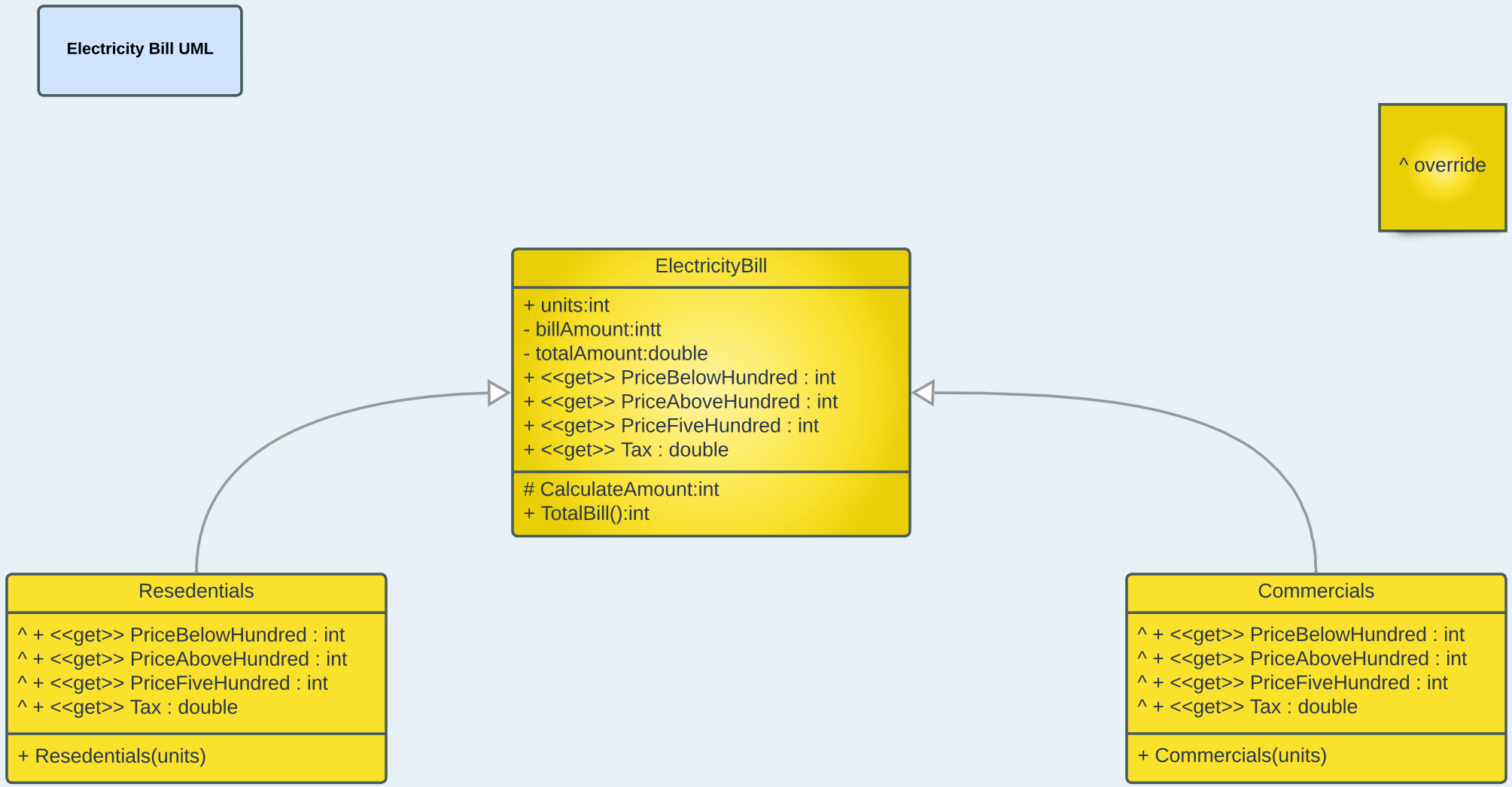

SalarySlip UML
SalarySlip
+ <<get>> basicSalary : int
+ <<get>> fuelAllowance : int
+ <<get>> medicalAllowance : int
+grossSalary():return int
^ override
Manager
^+ <<get>> basicSalary : int
^+ <<get>> fuelAllowance : int
^+ <<get>> medicalAllowance :
Engineer
^+ <<get>> basicSalary : int
^+ <<get>> fuelAllowance : int
^+ <<get>> medicalAllowance :
Analysts
^+ <<get>> basicSalary : int
^+ <<get>> fuelAllowance : int
^+ <<get>> medicalAllowance :


Electricity Bill UML
^ override
ElectricityBill
+ units:int
- billAmount:intt
- totalAmount:double
+ <<get>> PriceBelowHundred : int
+ <<get>> PriceAboveHundred : int
+ <<get>> PriceFiveHundred : int
+ <<get>> Tax : double
# CalculateAmount:int
+ TotalBill():int
Resedentials
^ + <<get>> PriceBelowHundred : int
^ + <<get>> PriceAboveHundred : int
^ + <<get>> PriceFiveHundred : int
^ + <<get>> Tax : double
+ Resedentials(units)
Commercials
^ + <<get>> PriceBelowHundred : int
^ + <<get>> PriceAboveHundred : int
^ + <<get>> PriceFiveHundred : int
^ + <<get>> Tax : double
+ Commercials(units)