```
2 * PROGRAMMER : Ali Eshghi
3 * STUDENT ID : 1112261
          : CS1C
4 * CLASS
5 * SECTION
         : MW 5pm
6 * Assign #1 : CS1C corporation
7 * DUE DATE : 29 January 2020
10 #include "MyHeader.h"
11
13 * Methods for class date
15
16
17 //non-Default constructor
18 date::date()
19 {
20
    //INITIALIZATION
21
    day = 0;
22
    month = 0;
23
    year = 0;
24 }
25
26 //destruactor
27 date::~date() {}
28
29
30 /*****************************
31 * Methods for class employee
33
34 //default constructor
35 employee::employee()
36 {
37
    //INITIALIZATION
38
    name.clear();
39
    id.clear();
40
    phoneNum.clear();
41
    jobTitle.clear();
42
43
    age = 0;
44
    salary = 0;
45
46
    gender = ' ';
47
48 }
49
50 //destructor
51 employee::~employee() {}
52
53 //method for getting the name from the client and store it in name attribute
54 void employee::setName(string empName)
55 {
```

```
56
       name = empName;
 57 }
 58
 59 //methpod for getting the id from the client and store it in id attribute
 60 void employee::setId(string empId)
 61 {
 62
       id = empId;
 63 }
 64
 65 //method for getting the phone number from the client and store it in
 66 //the phoenNum attribute
 67 void employee::setPhoneNumber(string number)
 68 {
 69
       phoneNum = number;
 70 }
 71
 72 //method for getting the age from the client and store it in
 73 //age attribute
 74 void employee::setAge(int empAge)
 75 {
 76
       age = empAge;
 77 }
 78 //method for getting the gender from the client and store it
 79 //in gender attribute
 80 void employee::setGender(char sex)
 81 {
 82
       gender = sex;
 83 }
 84
 85 //method for getting the job title from the client and store
 86 //it in the jobTile attribute
 87 void employee::setJobTitle(string title)
 88 {
 89
       jobTitle = title;
 90 }
 91
 92 //method for getting the salary from the client and store it
 93 //in salary attribute
 94 void employee::setSalary(double income)
 95 {
 96
       salary = income;
 97 }
 98
 99 //method for getting the hire date attributes and save the date
100 //into the attributes of day, month, and year
101 void employee::setDate(int startDay, int startMonth, int startYear)
102 {
103
             = startDay;
       day
104
       month = startMonth;
105
       year = startYear;
106 }
107
108 //method for printing the attributes with the informations stored
109 //in them from the client to the screen
110 void employee::print()
```

```
111 {
112
113
       cout << left;</pre>
114
       cout << fixed <<setprecision(2);</pre>
115
       cout << setw(15)
                                   << setw(9) << id
                      << name
                                                      << setw(16)
116
           << phoneNum << setw(8)
                                   << age
                                             << setw(7) << gender
           << setw(15) << jobTitle << setw(15) <<salary << month << "/"</pre>
117
118
           << day << "/" << year << endl;
119 }
120
122 * Methods for class programmer
124
125 //Default constructor
126 programmer::programmer()
127 {
128
       depNumber.clear();
129
       supName.clear();
130
       percSalaryInc = 0;
131
132
133
       cpp = false:
       java = false;
134
135 }
136
137 //Destructor
138 programmer::~programmer() {}
139
140 //Method for getting the department number from the client and
141 //store it in depNumber number attribute
142 void programmer::setDepartmentNum(string depNum)
143 {
144
       depNumber = depNum;
145 }
146
147 //Method for getting the supervisore's name from the clinet and
148 //store it in the supName attribute
149 void programmer::setSupName(string supervisor)
150 {
151
       supName = supervisor;
152 }
153
154 //Method for getting the salary increase percentage from the client
155 //store it in the percSalaryInc attribute
156 void programmer::setPercentage(int percent)
157 {
158
       percSalaryInc = percent;
159 }
160
161 //Method for getting the C++ identifier true/false result from the
162 //client and store it in the cpp attribute
163 void programmer::cppIdentifier(bool cppIdent)
164 {
165
       cpp = cppIdent;
```

```
166
167
168 }
169
170 //Method for getting the Java identifier true/false result from the
171 //client and store it in the java identifier
172 void programmer::javaIdentifier(bool javaIdent)
173 {
174
       java = javaIdent;
175
176 }
177
178 //method for printing the attributes with the informations stored
179 //in them from the client to the screen
180 void programmer::printProgrammer()
181 {
182
       cout << left;</pre>
183
       cout << setw(15) << name</pre>
                                 << setw(15)
                                                 << depNumber << setw(20)
           << supName << "%" << setw(15) << percSalaryInc;
184
185
       if(cpp == true)
186
187
       {
188
          cout << setw(22) << "Yes":
189
190
191
      else
192
193
          cout << setw(22) << "No";
       }
194
195
196
       if(java == true)
197
198
          cout << "Yes";
199
       }
200
      else
201
202
       {
203
          cout << "No";
204
205
206
       cout << endl;</pre>
207 }
208
209
210 /*****************************
211 * Methods for class softArch
213
214 //Default constructor
215 softArch::softArch()
216 {
217
       depNumber.clear();
218
       supName.clear();
219
220
       percSalaryInc = 0;
```

```
221
       experience
                      = 0;
222 }
223
224 //Destructor
225 softArch::~softArch() {}
226
227 //Method for getting the department number from the client and
228 //store it in depNumber number attribute
229 void softArch::setDepartmentNum(string department)
230 {
231
       depNumber = departmnet;
232 }
233
234 //Method for getting the supervisore's name from the clinet and
235 //store it in the supName attribute
236 void softArch::setSupName(string supervisor)
237 {
238
       supName = supervisor;
239 }
240
241 //Method for getting the salary increase percentage from the client
242 //store it in the percSalaryInc attribute
243 void softArch::setPercentage(float percent)
244 {
245
       percSalaryInc = percent;
246 }
247
248 //Method for getting the experience increase percentage from the client
249 //store it in the experience attribute
250 void softArch::setExperience(int empYears)
251 {
252
       experience = empYears;
253 }
254
255 //method for printing the attributes with the informations stored
256 //in them from the client to the screen
257 void softArch::printSoftArch()
258 {
259
        cout << left;</pre>
260
       cout << setw(14) << name</pre>
                                     << setw(18) << depNumber
                                                                   << setw(18)
             << supName << "%"
261
                                     << setw(16) << percSalaryInc << experience</pre>
262
             << endl;
263 }
264
265
266
267
268
```