

✓ Employee ID : int

✓ Employee Name : String

✓ Salary Type : HOURLY / FLAT / SALES

✓ Method of Payment : BANK / PICKUP / POST

✓ partOfUnion : YES / NO (NO) = $\frac{(NO)^2}{2}$ x d.

✓ (monthly Salary) : 0 for HOURLY employees only.
(basic pay)

Hourly Rate : 0 for FLAT & SALES employees.

extra Hours (Total - 8) : 0 for " " " "
→ only for HOURLY employees.

commission rate : (in %) = 10% : only for SALE employees

amount of Sales : only for SALES employee

union Dues : → only for people part of union
{ dues rate : " "
 to weekly : " "

↑
Data storing in JSON

ask details of
Paying Salaried
Employees at
EOM
& others Friday


```

Employee class {
    { 12 attributes private }
    { 12 get — functions }
    { 12 set — functions }
}

```

also a constructor

← Add after

add employee → Takes input from command line

Instantiates calls employee with calling constructor → Push into JSON array

write to JSON file ←

delete employee → Take input from command line: Id to be deleted.

↓

call get — functions to get object details ← Instantiate employee class

keep an index → delete that index object from JSON array and write to file

↓ If not found

Post Time Card → Ask user for input
of Hourly employee
for no. of hours work
↓

Push that to JSON array → Instantiate employee
with the above detail.

↳ write array to file → finish iD.

Sales Receipt → Again input from user
for "SALES" employee.

↓
add total amount of sales
attribute; Instantiate employee

write to array & then
to file

Union Member → Input from command line
regarding ~~the~~ Part of Union == YES
members.

Push to file

↓
Call employee get —

write data to array

update emp →

like add emp: ask details (emp)

↓ make cases

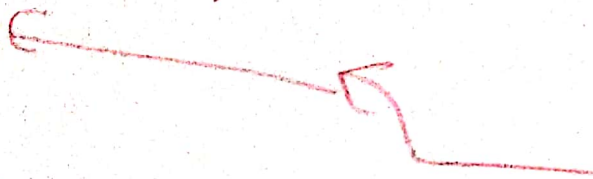
if Hourly {

}
if SALES { }

else

↓
Instantiate employee

Push to array → to file



Payroll

→ To be run manually every day.

↳ Iterate over entries in JSON (each obj).

↓
call employee class to get details (get # from

↓
Call salary obj
& update salary acc. to type.

↓ consider does thing
Output salary for each id