

Calculate employee payroll

Welcome to your sweet new junior developer job. Once you unpackage your brand new macbook air and get some of our sweet hipster fresh from the farm turned upside down and inside out coffee, we have a new assignment for you. Our payroll system is still written in PASCAL from like 1945, so we'd really like to update it to something more modern. Sounds like a junior developer job to me.

Let's get some things out of the way here. Every employee is going to have a name, and an email to notify them whenever we deposit money into their accounts.

We have a couple of different salary types here at Forkly (it's like tinder for kitchenware). First we have the peasants, ahem I mean hourly employees. They're going to receive a an hourly wage, and their paycheck is going to be calculated off of their hourly rate * the hours worked.

Design the HourlyEmployee, the SalariedEmployee, and the MultiPaymentEmployee classes. They should all inherit from the employee class.

Complete all of the types of employee payments in our system.

Remember, every employee must have a calculate salary method that returns their weekly payment.

Create our Payroll class. The class should have a list of employees and at least some way to calculate and output how much we're paying them this week, I need to know how much venture capital we need in our next seed round.