### Northeastern University

**ETC 1103 – C++ Application Development**

Homework 6

1. Design a Payroll class that has data members for an employee’s ID, hourly pay rate, number of hours worked, and total pay for the week. Define suitable constructor(s), get and set methods, and overloaded << and >> operators. Don’t forget to define a destructor!

Write a program (payroll.cpp) with an array of 4 Payroll objects. Allocate the Payroll objects dynamically. The program should ask the user for the employee’s ID, hourly rate, and number of hours worked using the overload >> operator. The program should calculate the total pay for the week. Use the << operator to display to cout the full information about each employee.

You can define the class and implement the class methods in a header file called Payroll.h. Include <Payroll.h> in your program payroll.cpp, compile and test it. Post Payroll.h, payroll.cpp and the output on Blackboard.