**Lab Task 1.**

(Payroll System Modification) Modify the payroll system of Figs. 10.4–10.9 to include private instance variable birthDate in class Employee and update class constructors/toString method accordingly. Use the class Date created in Lab 5 to represent an employee’s birthday. Add get methods to class Date. Assume that payroll is processed once per month.

In the test class, Create an array of 5 Employee variables to store references to the various employee objects (at least 3 different types of employees). In a loop, calculate the payroll for each Employee (polymorphically), and add a $100.00 bonus to the person’s payroll amount if the current month is the one in which the Employee’s birthday occurs. To get the current month, use the LocalTime class object as given/described below.

import java.time.LocalTime; // import the LocalTime class

public class Main {

public static void main(String[] args) {

LocalTime myObj = LocalTime.now(); // get current system date/time

System.out.println(myObj); // this will simply print date/time in default standard format

}

}

Hint: Use myObj.getDayOfMonth() method to retrieve current month.

**Lab Task 2.**

Implement the Following class hierarchy. Note the abstract methods/class in the hierarchy.A picture containing timeline

Description automatically generated

**Lab Task 3.**

(Triangle class) Design a new Triangle class that extends the abstract GeometricObject class. Draw the UML diagram for the classes Triangle and GeometricObject and then implement the Triangle class. Write a test program that prompts the user to enter three sides of the triangle, a color, and a Boolean value to indicate whether the triangle is filled. The program should create a Triangle object with these sides and set the color and filled properties using the input. The program should display the area, perimeter, color, and true or false to indicate whether it is filled or not.