Payroll Design

Assumptions:-

- 1. Monthly salary paid every 26th day of the month.
- 2. Sales and hourly salary paid every Friday

Design decision:

 Choose interfaces for dividing employes into different classes instead of inheritance, this helps in loose coupling i.e. we can easily modify the set employee belongs to.

UML sequence diagram

Sequence diagrams:

run_payroll() (used to provide a salary to employees)

