|  |  |
| --- | --- |
| Employee |  |
| * employee\_id : int * status : char[1] * lastName : string * firstName : string * startingDate : string * endingDate : string | Holds the unique identifier of the employee ( assigned )  Value holds a char ( A – active, I – inactive , U – unknown )  Holds the last name of the employee  Holds the first name of the employee  Holds the starting date of the employee in the format dd/mm/yy ( see inputDate() in input.h )  Holds the ending date of the employee in the format dd/mm/yy ( see inputDate() in input.h ) |
| * Employee() * Employee(obj : Employee&) * ~Employee() * input( … ) : void * getId() : int * getStatus() const : string * getLastName() const : string * getFirstName() const : string * getStartingDate() const : string * getEndingDate() const : string * setStatus( status : char[1] ) : bool * setLastName() const : bool * setFirstName() const : bool * setStartingDate : string * setEndingDate : string * toCSV() const : string | Default constructor initializes employee object  Copy constructor overwrites data from one employee to another  Destructor if needed |