

Take the code we've provided for the Employee class (employee.h and employee.cpp) and the Manager class (manager.h and manager.cpp).

Add methods to the classes named:

- setName()
- setPayRate()
- setSalaried()

that let users change the corresponding fields. Take advantage of the *inheritance* relationship between Employee and Manager--you only need add each of those methods to 1 class.

Write a Supervisor class. A *supervisor* is responsible for employees in a specific department and must:

- Have a field to store the *department name (as a string)*.
- Have *getDept()* and *setDept()* methods to access the department field.
- *Always be salaried (i.e., pay for a single pay period is fixed, no matter how many hours are worked).*
- *Have a constructor that takes initial values for all fields.*

*What class should Supervisor inherit from?*

*Your code should compile and run correctly with the test program emplttest.cpp.*