

hourly\_rate  
Submit time card( )

Submit time stamp  
last time paid

method = submit

monthly\_salary  
commission\_rate  
Submit sales receipts  
last time paid

select method  
~~of payment()~~  
Submit sales  
receipt()

employee union  
~~weekly dues~~  
Service charges

employees → all employees  
get salary

hour

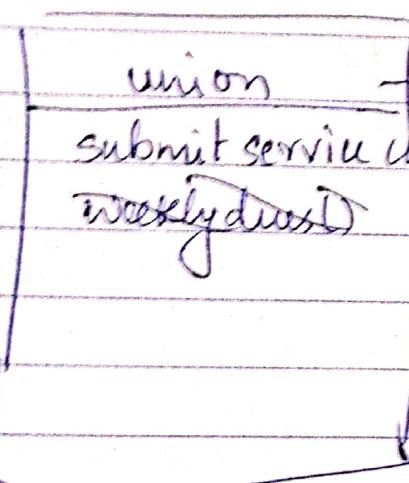
month

all have name, id

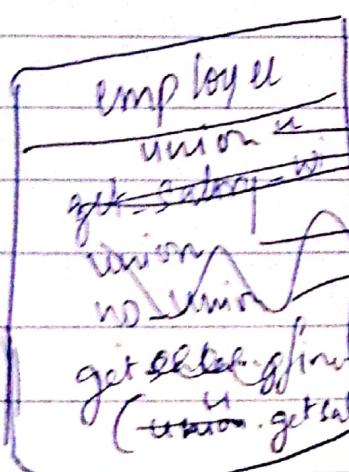
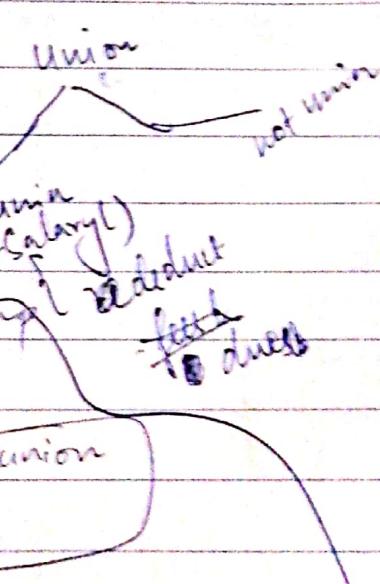
each of it  
has own  
implementation  
of get-salary.

interface

→ service char submit

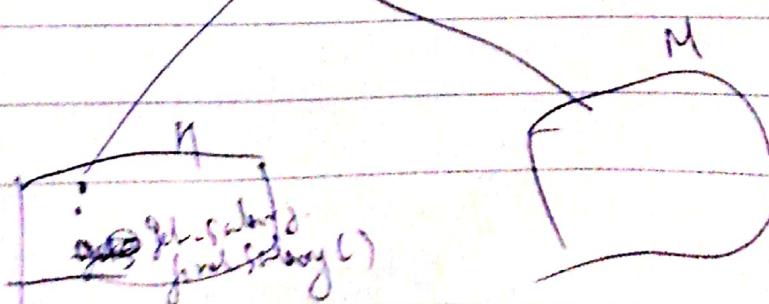


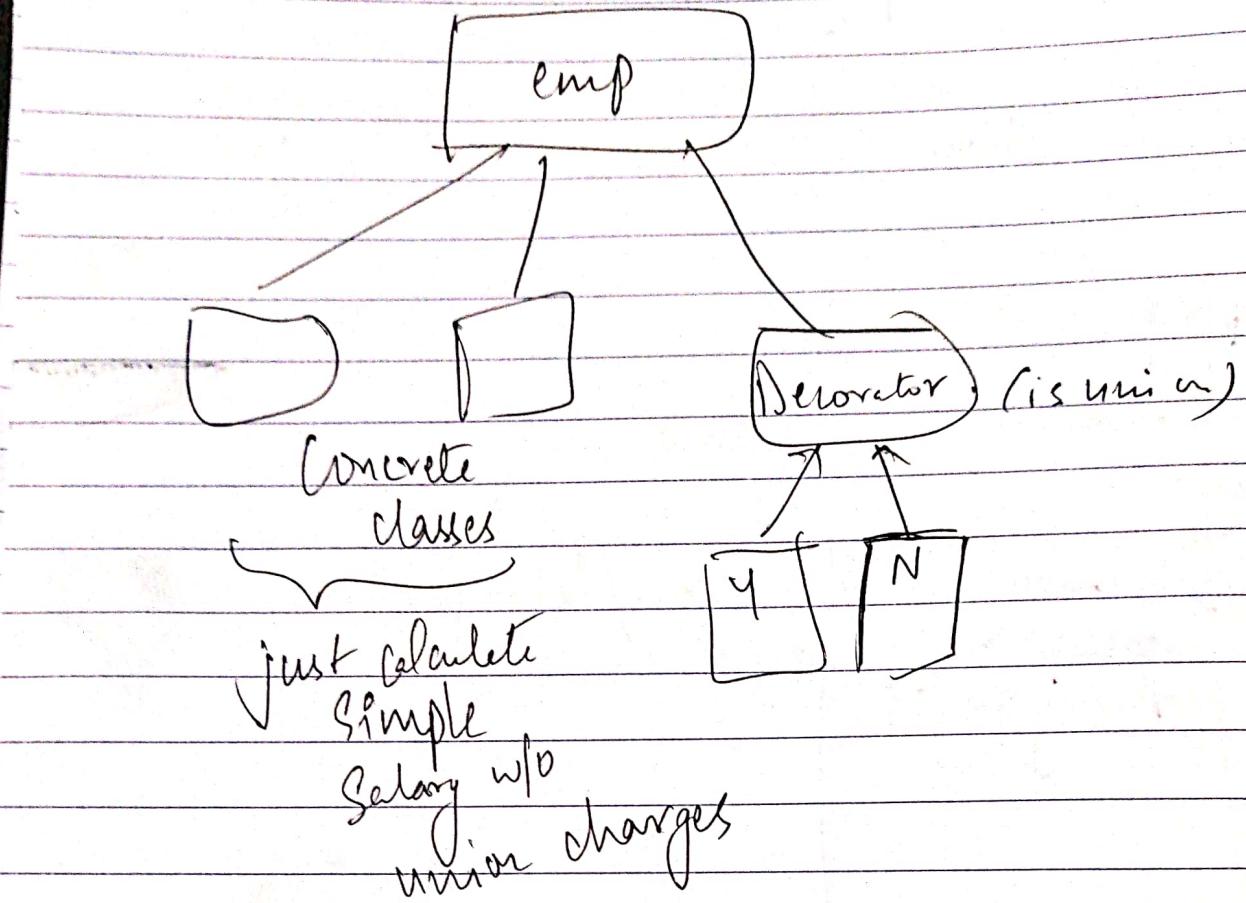
class / interface



interface

in union





⑥ Employee e (type)

if type = h  
new h-e()

else = m

m-e()

Employee

name :  
id :

constructor

union

Interface Payable

get-payment()

E  
unionable u  
find salary  
( ) -

implements payable

int

unionable

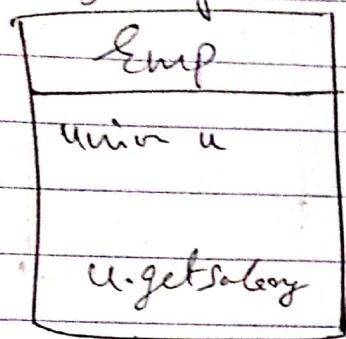
implm  
payable

Y

Y  
int

N  
int

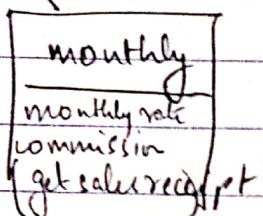
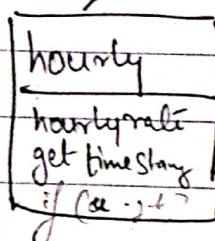
Interface



implements Payable

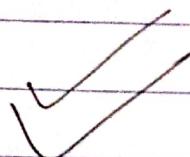
one method

calculateSalary

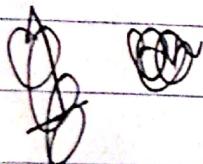
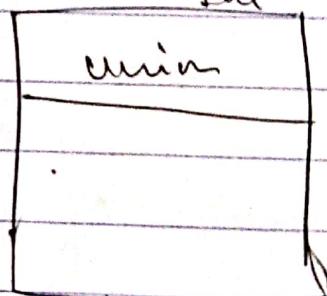
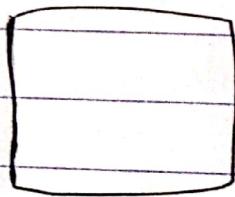


can add  
derivation of  
payment

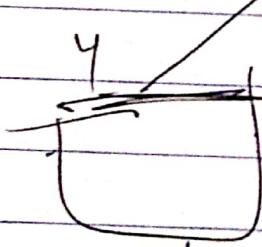
& modify get-salary  
accordingly



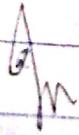
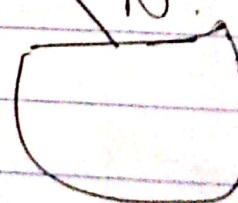
Int



fs



clones



Friday

- ↳ need to pay weekly employees
- ↳ need to pay commission to some.

Database : employee payroll

table emp

get all employee ids with isWeekly = true

array [ ]

for (id in arry) :

{

get temp. , get method of pay me  
create object Employee Method

is obj ke call  
function pay()

"temp that to view")

See connection

①

main →

Output : Select an option : 1 - 7.

if 1 →

② add\_employee();



③ Take all inputs, create object.

" Add row insert into emp values  
Employee -- - - - ;

if 2 →

get employee id

④ remove from table emp where  
⑤ id = input

3 → Submit time card

input no output : aaj ka date

I/P : no. of hours , emp id

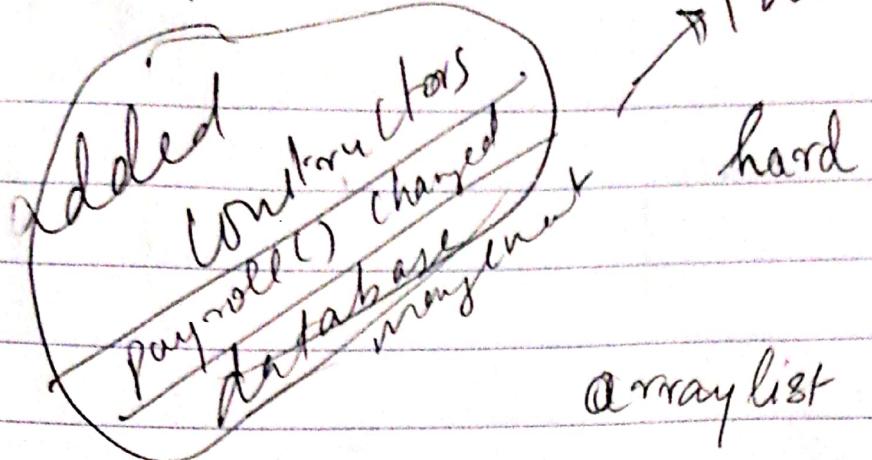
call get\_timecard()

→ update temp

" UPDATE TABLE , SET TB temp = ~ where

id = ~

Feature 01 - initialised too

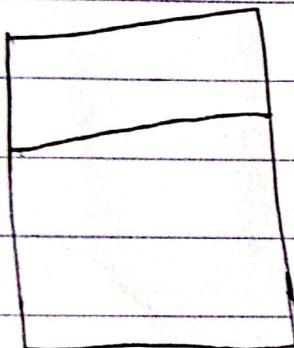


1<sup>st</sup>

commit → dev classes made -

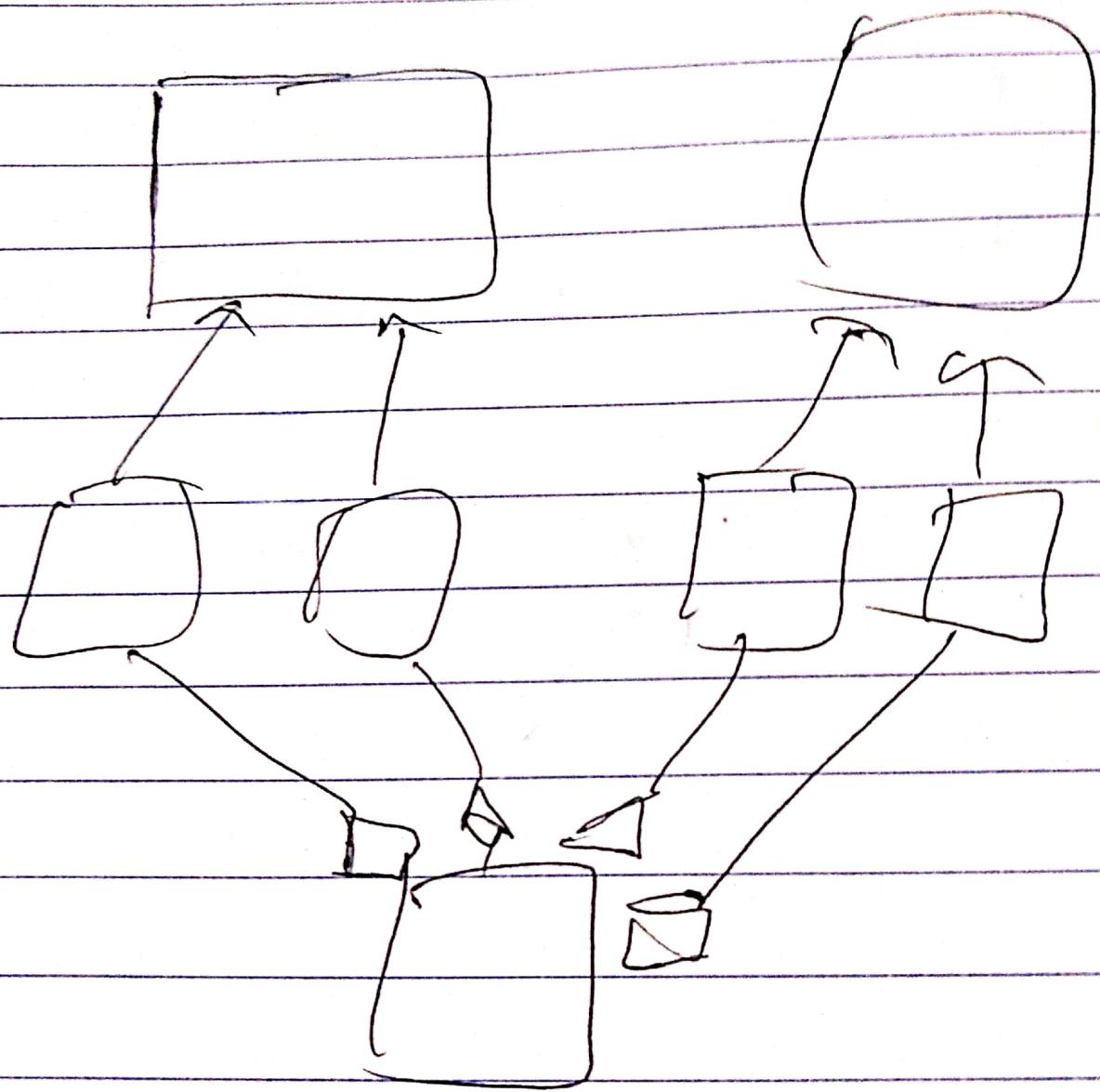
o feature

## ASSUMPTIONS



- Join of 1<sup>st</sup> of month.
- Bank details?
- Only today's date

Common methods → Pay()



Design towards change

How to submit time cards?

Employee

name

empid

currentDues

calculateSalary(); // weekly or monthly

calculateDues(); // weekly for all

WEEKLY

hourly rate

overtime rate

2 types of  
employees

flat salary

commission

Draft

Single responsibility: pass methods?

single salary  
generator

↳ diff methods for 2  
groups.

Design for :

- Single Responsibility (Lambda?)
- Loose coupling (then inheritance?)  
(no composition  
in java)
- Changeability (how??)

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Design for invariance

- Generics ??

• Func. is not func. type in Java.

• Type of instance of abstraction functional interface

o Design towards immutability. (final)

o Wherever abstract class → use interface.

In Java → func. are obj  
→ Building blocks are classes

Design by convention rather than config.  
↓  
interface & concrete class

Composite better than inheritance, but  
can we use in Java?

Passing behavior to behavior.

Encapsulation is spl case of  
localisation