

## **FKPayRoll**

### **Design Objective and Approaches :**

Employee is treated as basic entity which is extended by HourlyPaidEmployee and MonthlyPaidEmployee.

So, created Employee as Parent Class which is inherited by the HourlyPaidEmployee and MonthlyPaidEmployee.

Each Employee can be a part of Employee Union or not. So EmployeeUnion is treated as another class which is related by isPartOfUnion with the class Employee.

### **Design Role and Responsibility :**

Employee contains the very basic attributes of all the Employees such as :

- Name
- ID
- PaymentMode
- DOB
- UnionMemberShip
- Dues
- Date of Joining

HourlyPaidEmployee contains the Details needed for such type of Employee such as :

- hourRate
- working hours of each day
- overTimeRate

MonthlyPaidEmployee contains the Details needed for such type of Employee such as :

- Monthly Salary
- Sales Done ( List of the Sales done by the Employee with Date and Amount )
- Sales Rate ( What percent he/she is paid for per Sale Done )

Sales contains detail for one sale done storing Date and Amount of the Sale Done.