**UML class diagram and hierarchal chart for StaffMember hierarchy**

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| **StaffMember** |
| -name:String -address:String -phone:String |
| +StaffMember(String, String, String) +toString():String  *+pay():double* |

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| **Volunteer** |
| -name:String -address:String -phone:String |
| +Volunteer(String, String, String)  +toString():String  +pay():double |

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| **Employee** |
| -name:String -address:String -phone:String  -ssn:String  -payRate:double  -employeeCount:int |
| +Employee(String, String, String, String, double)  +toString():String  +pay():double  +getPayRate():double  +getEmployeeCount():int |

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| **Hourly** |
| -name:String -address:String -phone:String  -ssn:String  -payRate:double  -hoursWorked:int |
| +Hourly(String, String, String, String, double)  +toString():String  +pay():double  +getPayRate():double  +addHours(int):void |

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| **Executive** |
| -name:String -address:String -phone:String  -ssn:String  -payRate:double  -bonus:double |
| +Executive(String, String, String, String, double)  +toString():String  +pay():double  +getPayRate():double  +awardBonus(double):void |