**Employee** 

#mPayRate : double #mName : String

+Employee(in newName : String = "", in newPayRate : double = 0.0)

+getPayRate(): double +getName(): String +setPayRate(in newPayRate: double): void +setName(in newName : String) : void +calculatePay(in numHours : int) : double

public inheritance

## Manager

-mlsASalariedEmployee : bool

+Manager(in newName : String = "", in newPayRate : double = 0.0, in newIsASalariedEmployee : bool = false)

+getIsASalariedEmployee(): bool

+setIsASalariedEmployee(in newIsASalariedEmployee : bool) : void

+calculatePay(in numHours : int) : double