

Activity #9

1. Add a contractor class to the Staff hierarchy we created in class. Contractors are paid by the hour like hourly workers, but they receive time-and-a-half for all hours above 40. In addition, each contractor has a maximum number of hours each week (the default is 40, but may be more or less). Create accessor and mutator methods for the maximum hours as well as a pay method.
2. Add at least one contractor object to the staff array we created in class. Print the contractor's information and include