

/\*\*

 \* Class Employee\_details

 \*/

public class Employee\_details {

  //

  // Fields

  //

  private void Commitment;

  private void Bank\_accounts;

  private void regularity;

  //

  // Constructors

  //

  public Employee\_details () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of Commitment

   \* @param newVar the new value of Commitment

   \*/

  private void setCommitment (void newVar) {

    Commitment = newVar;

  }

  /\*\*

   \* Get the value of Commitment

   \* @return the value of Commitment

   \*/

  private void getCommitment () {

    return Commitment;

  }

  /\*\*

   \* Set the value of Bank\_accounts

   \* @param newVar the new value of Bank\_accounts

   \*/

  private void setBank\_accounts (void newVar) {

    Bank\_accounts = newVar;

  }

  /\*\*

   \* Get the value of Bank\_accounts

   \* @return the value of Bank\_accounts

   \*/

  private void getBank\_accounts () {

    return Bank\_accounts;

  }

  /\*\*

   \* Set the value of regularity

   \* @param newVar the new value of regularity

   \*/

  private void setRegularity (void newVar) {

    regularity = newVar;

  }

  /\*\*

   \* Get the value of regularity

   \* @return the value of regularity

   \*/

  private void getRegularity () {

    return regularity;

  }

  //

  // Other methods

  //

  /\*\*

   \*/

  public void Training()

  {

  }

  /\*\*

   \*/

  public void salary()

  {

  }

  /\*\*

   \*/

  public void Performance()

  {

  }

}

/\*\*

 \* Class Salary\_details

 \*/

public class Salary\_details extends HR {

  //

  // Fields

  //

  private void create\_bank\_account\_to\_deposit;

  //

  // Constructors

  //

  public Salary\_details () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of create\_bank\_account\_to\_deposit

   \* @param newVar the new value of create\_bank\_account\_to\_deposit

   \*/

  private void setCreate\_bank\_account\_to\_deposit (void newVar) {

    create\_bank\_account\_to\_deposit = newVar;

  }

  /\*\*

   \* Get the value of create\_bank\_account\_to\_deposit

   \* @return the value of create\_bank\_account\_to\_deposit

   \*/

  private void getCreate\_bank\_account\_to\_deposit () {

    return create\_bank\_account\_to\_deposit;

  }

  //

  // Other methods

  //

  /\*\*

   \*/

  public void Salary()

  {

  }

}

/\*\*

 \* Class HR

 \*/

public class HR {

  //

  // Fields

  //

  private void CV;

  private void Monitor\_employees;

  private void Provide\_salary\_increment;

  private void motivate;

  //

  // Constructors

  //

  public HR () { };

  //

  // Methods

  //

  //

  // Accessor methods

  //

  /\*\*

   \* Set the value of CV

   \* @param newVar the new value of CV

   \*/

  private void setCV (void newVar) {

    CV = newVar;

  }

  /\*\*

   \* Get the value of CV

   \* @return the value of CV

   \*/

  private void getCV () {

    return CV;

  }

  /\*\*

   \* Set the value of Monitor\_employees

   \* @param newVar the new value of Monitor\_employees

   \*/

  private void setMonitor\_employees (void newVar) {

    Monitor\_employees = newVar;

  }

  /\*\*

   \* Get the value of Monitor\_employees

   \* @return the value of Monitor\_employees

   \*/

  private void getMonitor\_employees () {

    return Monitor\_employees;

  }

  /\*\*

   \* Set the value of Provide\_salary\_increment

   \* @param newVar the new value of Provide\_salary\_increment

   \*/

  private void setProvide\_salary\_increment (void newVar) {

    Provide\_salary\_increment = newVar;

  }

  /\*\*

   \* Get the value of Provide\_salary\_increment

   \* @return the value of Provide\_salary\_increment

   \*/

  private void getProvide\_salary\_increment () {

    return Provide\_salary\_increment;

  }

  /\*\*

   \* Set the value of motivate

   \* @param newVar the new value of motivate

   \*/

  private void setMotivate (void newVar) {

    motivate = newVar;

  }

  /\*\*

   \* Get the value of motivate

   \* @return the value of motivate

   \*/

  private void getMotivate () {

    return motivate;

  }

  //

  // Other methods

  //

  /\*\*

   \*/

  public void Recruit()

  {

  }

  /\*\*

   \*/

  public void Monitor()

  {

  }

  /\*\*

   \*/

  public void increment()

  {

  }

  /\*\*

   \*/

  public void Motivation()

  {

  }

}