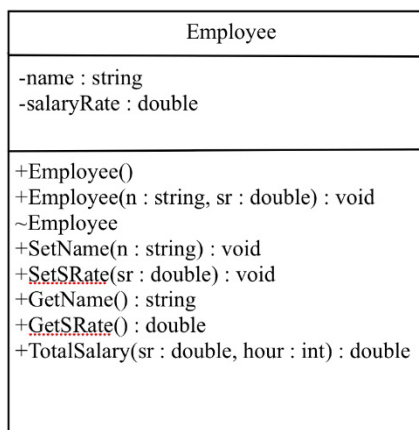Design a UML class diagram to model an employee of a company. Each employee has a name and salary rate (given as per hour). You must use proper notations for each element of the design including notations for private and public members and data types for each member data (attribute) and parameter. The class should also include the following operations:

- A default constructor.
- An appropriate overloaded constructor.
- A destructor.
- A mutator for each attribute.
- An accessor for each attribute.
- A method to calculate the total salary earned. The method will take the total hours of work as a parameter and return the total salary.

Answer

Employee
-name : string -salaryRate : double
+Employee() +Employee(n : string, sr : double) : void ~Employee +SetName(n : string) : void +SetSRate(sr : double) : void +GetName() : string +GetSRate() : double +TotalSalary(sr : double, hour : int) : double

Define a constructor to create a record for employee with the name and salary rate set as n and rate, respectively.

Answer:

Employee ::Employee (){

        name= "Ieskandar Zulqarnain";
        rate = 9.50 ;

}

Employee::Employee(string n, double sr){

        name= n;
        rate= sr;

}

Define a member function (method) that calculates the total hours of work and total amount of salary earned.

Answer:

double Employee::Totsalary (int hour)

        return rate*hour;