Diagrama de classe UML

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Admin

+ Date : string
+ CurrentEmployee : int

+addEmployee() : void
+editEmployee(): void
+ undo(): void
+ redo(): void
+ searchEmployee(ID : string) : Employee
+ payment(): void
+ newSchedule(name : String, type : int): void
+ removeEmployee(): void
-setDate(): void

Employee

- Name : string
- ID : string
- Salary : double
- Adress : string
- PaymentMode: string

+getID() : string
+setName(): void
+setSalary(salary: double): void
+setID(ID : string) : void
+getName() : string
+getAdress(): string
+timecard(): void

Hourly

- ExtraSalary: double
- WorkedHours: int

+setExtra(): void
+getExtra(): void
+getWorkedHours(): int

Sindicato

- ServiceFee : double
- MonthlyFee: double

+getMonthlyFee(): string
+setMonthlyFee(fee : double): void
+getServiceFee(): double
+setServiceFee(taxa: double): void

Salaried

- MissingDays: int

Commisioned

-SellingValue: double

+ submitSell(valor: double): void