

Set pay and counts to Zero.

Initialise pay categories.

Set total pay to Zero.

While user selects pay categories

++employee count

User selects pay category (1-4)

Switch (user input pay category)

Case 1 Manager

Call manager pay function

Add to total manager pay

Add to total pay

Add one to employee count

Add one to manager count

Break

Case 2 Hourly

Call hourly pay function

Add to total hourly pay

Add to total pay

Add one to employee count

Add one to hourly count

Break

Case 3 Commission

Call commission pay function

Add to total commission pay

Add to total pay

Add one to employee count

Add one to commission count

Break

Case 4 Pieceworker

Call pieceworker pay function

Add to total pieceworker pay

Add to total pay

Add one to employee count

Add one to pieceworker count

Break

Default

Print invalid input

User input 'Do you want to continue y/n?'

If 'y' return to start, if else print summary

Print manager count, total manager pay

Print hourly count, total hourly pay

Print commission count, total commission pay

Print pieceworker count, total pieceworker pay

Print total employees, total pay

Calculate manager pay function

User input manager pay

Print manager pay

Calculate hourly pay function

Initialise hourly wage, hours, overtime
 User input hourly wage, hours worked
 If hours worked ≤ 40
 Hours * hourly wage
 Else hours worked > 40
 Overtime = (hours – 40) * hourly wage * 1.5
 Salary = (hourly wage * 40) + overtime

Calculate commission pay function

Initialise number items sold for 'a', 'b' and 'c' and rate for items for 'a', 'b' and 'c'
 User input number of items sold for 'a', 'b' and 'c'
 Total pay = 250 + (number of a * rate of a) + (number of b * rate of b) +
 (number of c * rate of c)

Calculate pieceworker pay function

Initialise item 1 pay, item 2 pay, item 3 pay, qty 1, qty 2, qty 3, total pay
 User input number of items for 1, 2 and 3.
 Item 1 pay = 22.5 * qty 1
 Item 2 pay = 24.5 * qty 2
 Item 3 pay = 26.0 * qty 3
 Total pay = Item 1 pay + Item 2 pay + Item 3 pay

