We want to make a payroll application that calculates the salaries of a company's employees. We have five types of employees: bosses, team leaders, salespeople, hourly workers and pieceworkers. All employees have a **code** that automatically increments with each creation, a **name** and a **first** name. All employees have a method for calculating salary (**CalculerSalaire**), testing equality (**Equals**) and a method returning the text description (**ToString**).

**The Employe class**

First, we ask you to:

1- Develop the **Employe** class.

2- Set attributes and properties.

3- Define a constructor initializing all attributes.

4- Why is the *CalculSalaire* method abstract?

5- Redefine the *Equals* method.

6- Redefine the *ToString* method.

**The Patron class**

In a second step we will define the Boss class. A boss is characterized by his monthly salary. You are asked to:

1- Develop the **Patron** class.

2- Set attributes and properties.

3- Define a constructor initializing all attributes.

4- Redefine the *CalculSalaire method.*

5- Redefine the *Equals* method.

6- Redefine the  *ToString* method.

**Commercial Class**

Third, we will define the Commercial class. A salesperson is characterized by his turnover (turnover), the percentage on the turnover and the fixed part. The salary of the sales representative is calculated by the following formula: "turnover \* percentage + fixed salary". You are asked to:

1- Develop the **Commercial** class.

2- Set attributes and properties.

3- Define a constructor initializing all attributes.

4- Redefine the *CalculSalaire method.*

5- Redefine the *Equals* method.

6- Redefine the  *ToString* method.

**The Team Leader class**

Fourth, we will define the ChefEquipe class. A team leader is characterized by his weekly salary. The team leader's salary is calculated by the following formula: "2 \* Weekly salary". You are asked to:

1- Develop the **ChefEquipe** class.

2- Set attributes and properties.

3- Define a constructor initializing all attributes.

4- Redefine the *CalculSalaire method.*

5- Redefine the *Equals* method.

6- Redefine the  *ToString* method.

**The Workers' Class**

Sixth, we will define the working class. A worker is characterized by his time slot. To simplify, the time slot is a string of characters that can be "Morning" or "Evening". You are asked to:

1- Develop the **Worker** class.

2- Set attributes and properties.

3- Define a constructor initializing all attributes.

4- What do you think of the *CalculerSalaire* method.

5- Redefine the *Equals* method.

6- Redefine the *ToString* method.