```cpp
#include <iostream>

using namespace std;

class Employee {
    private:
        string name;
        string ssn;
    public:
        Employee(string a, string b){
            name = a;
            ssn = b;
        }

        virtual void print(){
            cout << " > Name : " << name << endl << " > SSN : " << ssn << endl;
        }

        virtual double payroll() = 0;
};

class salariedEmployee : Employee {
    private:
        double weeklysal;
    public:
        salariedEmployee(string a, string b, double salary): Employee(a, b){
            weeklysal = salary;
        }

        void print(){
            cout << "SALARIED EMPLOYEE : " << endl;
            Employee::print();
            cout << " > Weekly Salary : " << weeklysal << endl;
            cout << " > Payroll : " << payroll() << endl;
        }

        double payroll(){
            return weeklysal;
        }
};

class hourlyEmployee : Employee {
    private:
        double rate;
        double hours;
    public:
        hourlyEmployee(string a, string b, double r, double h): Employee(a, b){
            rate = r;
            hours = h;
        }

        void print(){
            cout << "HOURLY EMPLOYEE : " << endl;
            Employee::print();
            cout << " > Hourly Rate : " << rate << endl << " > Hours Worked : " << hours << endl << " > Payroll : " << payroll() << endl;
        }

        double payroll(){
            if(hours <= 40){
                return rate * hours;
            } else {
                return rate * 40 + ((hours - 40) * rate * 1.5);
            }
        }
};

class commissionEmployee : Employee {
    private:
        double sales;
        double rate;
    public:
        commissionEmployee(string a, string b, double s, double r): Employee(a, b){
            sales = s;
            rate = r;
        }

        void print(){
            cout << "COMMISSION EMPLOYEE : " << endl;
            Employee::print();
            cout << " > Gross Sales : " << sales << endl << " > Rate : " << rate << endl << " > Payroll : " << payroll() << endl;
        }

        double payroll(){
            return rate * sales;
        }
};

class basePlusCommissionEmployee : commissionEmployee {
    private:
        double base;
    public:
        basePlusCommissionEmployee(string a, string b, double s, double r, double bs):commissionEmployee(a, b, s, r){
            base = bs;
        }

        void print(){
            cout << "BASE + COMMISSION EMPLOYEE : " << endl;
            commissionEmployee::print();
            cout << " > Base Salary : " << base << endl;
        }

        double payroll(){
            return commissionEmployee::payroll() + base + base * 0.1;
        }
};


int main(){

    salariedEmployee s1("Will Smith", "111-11-1111", 4500.00);
    hourlyEmployee s2("Keanu Reeves", "222-22-2222", 100.00, 45.5);
    commissionEmployee s3("Ryan Reynolds", "333-33-3333", 15000.00, 0.3);
    basePlusCommissionEmployee s4("Morgan Freeman", "444-44-4444", 20000.00, 0.25, 5000.00);

    s1.print();
    s2.print();
    s3.print();
    s4.print();
}
```

```
u0_a362@localhost:~$ ./a.out
SALARIED EMPLOYEE :
 > Name : Will Smith
 > SSN : 111-11-1111
 > Weekly Salary : 4500
 > Payroll : 4500
HOURLY EMPLOYEE :
 > Name : Keanu Reeves
 > SSN : 222-22-2222
 > Hourly Rate : 100
 > Hours Worked : 45.5
 > Payroll : 4825
COMMISSION EMPLOYEE :
 > Name : Ryan Reynolds
 > SSN : 333-33-3333
 > Gross Sales : 15000
 > Rate : 0.3
 > Payroll : 4500
BASE + COMMISSION EMPLOYEE :
COMMISSION EMPLOYEE :
 > Name : Morgan Freeman
 > SSN : 444-44-4444
 > Gross Sales : 20000
 > Rate : 0.25
 > Payroll : 10500
 > Base Salary : 5000
u0_a362@localhost:~$
```