Java Developers
A software solution company has Java Developers. Developers are paid based on their skill level.

Skill Level 1 - $18.00 – (Intern)
Skill Level 2 - $40.00 – (Junior)
Skill Level 3 - $60.00 – (Middle)
Skill Level 4 - $80.00 – (Senior)

Developers who work over 40 hours: Get paid normal rate for first 40 hours; in addition, get paid one and one-half the times the normal rate for the hours worked over 40. All developers pay 7.5% in taxes.

Software Packages:
A mandatory package (Java 101) is included free of charge for "Level 1" developers only. "Level 2, 3, and 4" developers must pay for the (Java 101) package. Additional software packages are only available for "Level 2" through "Level 4" developers. Eligible developers have the right to purchase as many packages as they like.

Software Tools Packages Choices
Mandatory – Java 101 – Fundamentals – $30.00 --- (Level 1 Free)
Option 1 – Java 102 – Android – $10.00
Option 2 – Java 103 – Web – $15.00
Option 3 – Java 104 – Enterprise – $25.00

As a student of Java Mastery; you should write a program that will help the developers figure out how much their weekly paycheck will be.

Your program should prompt the developer to enter the following information:
- Developer name
- Number of hours worker
- Skill Level (1, 2, 3 or 4)
- Prompt the developer to purchase software packages (only if eligible)
- Answer (1 for Yes or 2 for No) for each tool option they would like to purchase it

The program then outputs the following information:
- Developer's name
- Skill Level
- Total hours worked
- Amount earned from worked hours
- Amount deducted from software packages cost
- Amount deducted from taxes
- Final paycheck amount

ISM6148 (20 points)

Use a Confirmation Dialog box to prompt developer to purchase software packages (only if eligible):

- Title: Software Tools for Elite Developers
- Message: Would you like to purchase software tools?
- Yes and No Buttons as options buttons

The Confirmation Dialog box should appear after you ask the user to enter their Skill Level type. If the developer agrees to buy software tools. The developer will be prompted three time for each software package.

- Title: Software Tools for Elite Developers
- Message: Would you like to purchase Java 102 – Android?
- Yes and No Buttons as options buttons

Then prompted:

- Title: Software Tools for Elite Developers
- Message: Would you like to purchase Java 103 – Web?
- Yes and No Buttons as options buttons

Then prompted:

- Title: Software Tools for Elite Developers
- Message: Would you like to purchase Java 104 – Enterprise?
- Yes and No Buttons as options buttons

This assignment MUST be created individually. You must turn in your OWN source code and Java bytecode executable file. You MAY NOT share files! YOU must write the source code yourself.

Instructions
- Compile and execute your program to ensure that it works correctly.
- Be sure to run your final program using the sample data included in the Sample Output file to ensure your program works properly.
- Make sure your output labels match those above EXACTLY – you will lose points if they do not.

Notes
- You MUST store any calculations in variables (i.e. do not calculate the price of books, sales tax, or total amount due directly in your `System.out.println` statements)
- You do NOT need to worry about formatting the decimal places on values you calculate
- You may perform the tasks in any order as long as your output follows the order of the output in the example scenarios contained in the Sample Output file

To receive full credit:
- Submit the following files to Canvas
  - File with your Java source code (.java file)
  - File with your Java bytecode executable file (.class file)
    - *Modules → NetBeans Information->NetBeans->Where are my files for my hw?*
- You must follow the appropriate Coding Standards listed in the Coding Standards document under Modules on Canvas.
  - 40% of your grade on the source code will be based on how well you follow these standards and how well you comment your source code
- Submit your zip file to Canvas using the Assignment submission feature by 11:59pm DATE. Instructions for submission are available on Canvas where you downloaded this file (Assignments --> Homework 3).