

HRApp

Public:
HRApp();
~HRApp();
run();

Private:

vector of Managers

vector of IDs (users)

```
struct ID {  
    string name;  
    string userID;  
    string role;  
}
```

```
runAdmin();  
runManager();  
runEmployee();  
runHREmployee();
```

//add user functions

//access manager & employee fcts

Manager

Public:
Manager();
~Manager();

//edit employee functions
//view employee functions

Private:

vector of Employees

Employee

Public:
Employee();
~Employee();

//set & get functions for
//employee information

Private:
double salary;
vector <double> salaryhistory;
int vacationBalance;
double annualBonus;