

```

C:\WINDOWS\system32\cmd.exe
-----Employee #1-----
Employee #: unknown
First Name: Jane
Last Name: Doe
Monthly Salary: 0
Yearly Salary: 0

-----Employee #2-----
Employee #: 016024593
First Name: Kevyn
Last Name: Santos
Monthly Salary: 3837.63
Yearly Salary: 46051.56

-----Employee #3-----
Employee #: unknown
First Name: Dr.
Last Name: Rafi
Monthly Salary: 0
Yearly Salary: 0

Press any key to continue . . .

```

UML EMPLOYEE
<ul style="list-style-type: none"> <li>- Employee_num: string</li> <li>- First_name: string</li> <li>- Last_name: string</li> <li>- Monthly_salary: double</li> </ul>
<ul style="list-style-type: none"> <li>+ Employee()</li> <li>+ Employee(int, string, string, double)</li> <li>+ Employee(string, string)</li> <li>+ Employee(string,string,double)</li> <li>+ Employee(string)</li> </ul>
<ul style="list-style-type: none"> <li>+ yearly_salary(double): double</li> <li>+ DisplInfo(): void</li> </ul>

```

namespace HW_8
{
    class Employee //class definition
    {
        //attributes-data members
        private string employee_num;
        private string first_name;
        private string last_name;
        private double monthly_salary;

```

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//behaviors-member functions/methods
public Employee()//default constructor
{
    employee_num = "unknown";
    first_name = "Jane";
    last_name = "Doe";
    monthly_salary = 0.0;
}

public Employee(string Enum, string Fnam, string Lnam, double Msal)//overload
constructor
{
    employee_num = Enum;
    first_name = Fnam;
    last_name = Lnam;
    monthly_salary = Msal;
}

public Employee(string Fnam, string Lnam)
{
    employee_num = "unknown";
    first_name = Fnam;
    last_name = Lnam;
    monthly_salary = 0.0;
}

public Employee(string Fnam, string Lnam, double Msal)
{
    employee_num = "unknown";
    first_name = Fnam;
    last_name = Lnam;
    monthly_salary = Msal;
}

public Employee(string Enum)
{
    employee_num = Enum;
    first_name = "Jane";
    last_name = "Doe";
    monthly_salary = 0.0;
}

public double yearly_salary(double Msal)
{

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        double Ysal = Msal * 12;
        Ysal = Math.Round(Ysal, 2);
        return Ysal;
    }

    public void Dispinfo()
    {
        Console.WriteLine("Employee #: {0}\nFirst Name: {1}\nLast Name: {2}\nMonthly Salary: {3}\nYearly Salary: {4}\n", employee_num, first_name, last_name, monthly_salary, yearly_salary(monthly_salary));
    }
}

```

```

namespace HW_8
{
    class Program
    {
        static void Main(string[] args)
        {
            //instantiate objects of Employee Class
            Employee emp01 = new Employee();
            Employee emp02 = new Employee("016024593", "Kevyn", "Santos", 3837.63);
            Employee emp03 = new Employee("Dr.", "Rafi");

            Console.WriteLine("-----Employee #1-----");
            emp01.Dispinfo();
            Console.WriteLine("-----Employee #2-----");
            emp02.Dispinfo();
            Console.WriteLine("-----Employee #3-----");
            emp03.Dispinfo();
        }
    }
}

```