

1. Principle Violated: DEPENDENCY INVERSION PRINCIPLE
2. Reason: The higher level class Employer depends on the lower level classes HourlyWorker and SalaryWorker. Addition of more worker types or more methods in Employer class will lead to lot of changes in Employer class. To avoid this violation, I have created an interface with a calculatePay(hours) method. Both HourlyWorker and SalaryWorker classes implement that interface. Also, any Worker type classes that will be created in the future should implement that interface. Employer class contains one ArrayList of the interface type instead of two ArrayLists. This way, more worker types or more methods can be added with minimal changes in Employer class.
3. The following code fixes the violation of DEPENDENCY INVERSION PRINCIPLE.  
CalculatePay.java  
Employer.java  
HourlyWorker.java  
SalaryWorker.java