# Objective

In this assignment you will practice creating a user defined data type including all the needed methods such as the constructor, getter, setter, and toString methods.

# problem

Design a class called Payroll with the following UML diagram

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| Payroll Class |
| //list of the instance variables  -name: String  -id : String  -hourlyRate : double  -HoursWorked: double |
| //list of the methods  +Payroll(String name, String id, double hoursWorked, double hourlyRate) //constructor  +getName() : String  +getId() : String  +getHourlyRate() : double  +getHoursWorked() : double  +setName(String name): void  +setHourlyRate(double rate): void  +setHoursWorked(double hours): void  +getPay() : double  +toString() : String |

# PayrollDriver class

I have implemented this class and is available to you. Once you implement the **Payroll** class, you should be able to run the PayrollDriver class. once the program is running add the following to the driver class.

1. create two objects of the payroll class (your choice of the attributes)
2. display the objects on the screen by calling the toString method
3. display the salary of each person by calling the getPay method
4. change the hourlyRate of the objects you created
5. display the objects again to see the changes you made by calling the toString method
6. change the hoursworked for the objects you created by calling the setter methods
7. display your objects again to see the changes you made

# Requirements

* implement all the methods based on the given description
* No extra attributes/instance variables can be added
* follow the UML and implement all the methods
* Follow the rubric to get full credit

# What to turn in

You are going to turn in only one java file that contains two classes(Payroll and PayrollDriver). Turning in more than one file will not get you the full credit.

# Methods description

## Constructor

* public Payroll (String name, String id, double hoursWorked, double hourlyRate**):**  accepts the parameters and initializes the instance variables of the object

## Getter methods

* public String getName() : returns the name of the person
* public String getId() : returns the id of the person
* public double getHourlyRate() : returns the hourly rate
* public double getHoursWorked() : returns the number of the hours worked

## Setter/mutator methods

* public void setName(String name): changes the name of the person to the given parameter
* public void setHourlyRate(double rate): changes the hourly rate to the given parameter
* public void setHoursWorked(double hours): changes the hours worked to the given parameter
* public double getPay() : calculates the amount that the person is getting paid. pay = hourlyRate \* hoursWorked

## toString method

* public string toString() : returns a String representing the attributes for the given person. This method should create the string in the given format.

Name: Alex Martinez  
ID: 123456  
Hours worked: 80.0  
Hourly Rate: 25.0

# Sample output

Creating payroll objects

testing the toString method

List of the employees

Name: Alex Martinez

ID: 123456

Hours worked: 20.0

Hourly Rate: 25.0

Salary is: 500.0

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Name: Ali Santos

ID: 986747

Hours worked: 45.0

Hourly Rate: 125.0

Salary is: 5625.0

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Name: Jose Busta

ID: 45678

Hours worked: 30.0

Hourly Rate: 55.0

Salary is: 1650.0

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Testing the setter methods

The hourly pay of Alex Martinez is being changed

Name: Alex Martinez

ID: 123456

Hours worked: 80.0

Hourly Rate: 25.0