UML Class Diagram

<<Interface>> IPayment
```
+ Payment(double Salary): double
```

Administrative
```
+ Cedula: string
+ Code: int
+ Name: string
+ LastName: string
+ Email: string
+ TelPhone: string
+ Department: string
+ Cargo: string
+ SalaryPerHour: double
+ WorkedHours: double
+ FinalSalary: double
```

Operative
```
+ Cedula: string
+ Code: int
+ Name: string
+ LastName: string
+ Email: string
+ TelPhone: string
+ Department: string
+ Cargo: string
+ SalaryPerHour: double
+ WorkedHours: double
+ FinalSalary: double
```

Fabrica
```
+ GetEmployee(int opt): IPayment
```

Cliente

(Manager class - partially visible)
```
- Manager: Man
- Cedula: stri
- Code: string
- Name: string
- LastName: str
- Email: string
- TelPhone: str
- Department: s
- Cargo: string
- SalaryPerHour
- WorkedHours:
- WorkedHours:
- Salary: strin
- i: int
- NetSalary: d

- Mangerial(st
  string LN,
  string E, str
  string D, str
  double SPH, d

+ GetManager(s
  Cc, string N,
  string E, stri
  D, string Cag,
  double WH, do

+ reciboGerent
```

CodeGen
```
+ Generator(strin
```

```
                    Mangerial

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ng


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ing
tring


: string
string
string
g


ouble


ring C, string Cc, string N,

ing T,
ing Cag,
ouble WH, double S) : Mangerial

tring C, string
 string LN,
ng T, string
 double SPH,
uble S):  Mangerial

e(): static
```

```
erator

g dpt):
```