

JIRA USER STORY: Salary Calculation Module (Business Logic Implementation)

Issue Type: User Story

Priority: High

Story Title: Implement Salary Calculation Engine with Company Payroll Business Rules

User Story

As a **Payroll System**,

I want to **calculate employee salary based on company-defined payroll rules and formulas**, so that the system generates the correct **Net Salary** for each employee type.

Description

The system must calculate salary for employees based on their role type (Developer / Manager / Intern) and apply company payroll rules.

Salary calculation must include gross salary computation, attendance-based deductions, performance bonus, PF deduction, and tax calculation.

The salary calculation must be implemented using **OOP concepts**, where salary calculation logic differs for different employee types.

Business Rules / Salary Calculation Logic

Step 1: Gross Salary Calculation (Role Based)

Developer

- Gross Salary depends on base salary and overtime hours.

Formula:

$$\text{GrossSalary} = \text{BaseSalary} + (\text{OvertimeHours} * 500)$$

Manager

- Gross Salary depends on base salary and team size allowance.

Formula:

$$\text{GrossSalary} = \text{BaseSalary} + (\text{TeamSize} * 1000)$$

Intern

- Gross Salary depends on attendance percentage.

Formula:

$$\text{AttendancePercent} = (\text{AttendanceDays} / 30) * 100$$

If AttendancePercent < 70%

$$\text{GrossSalary} = \text{BaseSalary} - (\text{BaseSalary} * 0.20)$$

Else

$$\text{GrossSalary} = \text{BaseSalary}$$

Step 2: Attendance Deduction (Common for All Employees)

Attendance deduction is calculated based on absent days.

Formula:

- $\text{DailySalary} = \text{BaseSalary} / 30$
 - $\text{AbsentDays} = 30 - \text{AttendanceDays}$
 - $\text{AttendanceDeduction} = \text{AbsentDays} * \text{DailySalary}$
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Step 3: Performance Bonus Calculation

Bonus is based on performance rating (1 to 5).

Bonus rules:

- Rating 5 → 20%
- Rating 4 → 15%
- Rating 3 → 10%

- Rating 2 → 5%
- Rating 1 → 0%

Formula:

$\text{Bonus} = \text{GrossSalary} * \text{BonusPercent}$

Step 4: PF Deduction (Company Fixed Rule)

PF is a fixed percentage of base salary.

Formula:

$\text{PF} = \text{BaseSalary} * 0.12$

This PF percentage must be implemented using `static final`.

Step 5: Tax Calculation (Slab Based)

Tax must be calculated on taxable income:

Formula:

$\text{TaxableIncome} = \text{GrossSalary} + \text{Bonus}$

Tax slabs:

- $\leq 50000 \rightarrow 5\%$
- $50001-100000 \rightarrow 10\%$
- $100001-150000 \rightarrow 15\%$
- $150000 \rightarrow 20\%$

Formula:

$\text{Tax} = \text{TaxableIncome} * \text{TaxRate}$

Step 6: Net Salary Calculation (Final Formula)

Final salary must be calculated using:

Formula:

$\text{NetSalary} = \text{GrossSalary} + \text{Bonus} - \text{Tax} - \text{PF} - \text{AttendanceDeduction}$

Acceptance Criteria

- System must calculate Gross Salary based on employee type.
- System must apply attendance deduction for all employees.
- System must calculate bonus based on performance rating.
- System must calculate PF based on fixed company rule.

- System must calculate tax using salary slabs.
 - System must generate Net Salary using the final payroll formula.
 - Salary calculation must be implemented using OOP principles:
 - Inheritance for employee types
 - Polymorphism using method overriding
 - Abstraction using abstract class or interface
 - Static and final keywords must be used for fixed payroll constants.
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Definition of Done (DoD)

- Salary calculation logic works correctly for all employee types.
- All formulas are implemented exactly as per requirement.
- Output should display salary breakdown clearly in console.
- Code follows OOP structure and is modular.