# HourlyEmployee Class

Represents an employee that is paid hourly.

Namespace: ADEVPayroll

Assembly: ADEVPayroll (ADEVPayroll.dll)

# Constructors

# HourlyEmployee(System.String,System.String,System.Decimal,System.Decimal)

Initializes and instance of HourlyEmployee with an id, name, hours worked and rate of pay.

#### **Parameters**

**employeeID:** The HourlyEmployee's id. **name:** The HourlyEmployee's name.

hoursWorked: The number of hours the HourlyEmployee worked.

rateOfPay: The amount of money earned by the HourlyEmployee per hour.

# **Exceptions**

System.ArgumentException: When employeeID does not contain any characters. System.ArgumentException: When name does not contain any characters. System.ArgumentOutOfRangeException: When hoursWorked is less than zero. System.ArgumentOutOfRangeException: When rateOfPay is less than zero.

# **Properties**

# **EmployeeID**

Gets the HourlyEmployee's ID.

#### Name

Gets the HourlyEmployee's name.

# **HoursWorked**

Gets and sets the number of hours the HourlyEmployee worked.

**System.ArgumentOutOfRangeException:** When the value is less than zero.

### RateOfPay

Gets and sets the HourlyEmployee's rate of pay.

**System.ArgumentOutOfRangeException:** When the value is less than zero.

# Methods

# **GetPay(System.Boolean)**

Returns the amount the HourlyEmployee is paid. An HourlyEmployee is paid their rate of pay per hour. If an HourlyEmployee exceeds 40 hours, the employee is paid overtime at a rate of 1.5 times their normal rate of pay, unless it is specified that no overtime is paid.

# **Parameters**

**isPaidOvertime:** Specifies whether the HourlyEmployee is paid overtime.

# Return Value

The amount the HourlyEmployee is paid.