using System;

namespace SalarySlip

{

class Program

{

static void Main(string[] args)

{

Engineer objEngineer = new Engineer();

objEngineer.BaseSalary = 1500;

objEngineer.Fuel = 100;

objEngineer.MedicalAllowance = 500;

Manager objManager = new Manager();

objManager.BaseSalary = 1500;

objManager.Fuel = 250;

objManager.MedicalAllowance = 1000;

Analyst objAnalyst = new Analyst();

objAnalyst.BaseSalary = 1500;

objAnalyst.Fuel = 150;

objAnalyst.MedicalAllowance = 800;

Console.WriteLine("Enter Your Designation: ");

string f =Console.ReadLine();

if (f == "Engineer" || f == "engineer" || f== "ENGINEER")

{

objEngineer.SalaryCalculation(f);

}

else if (f=="manager" || f=="Manager" || f=="MANAGER" )

{

objManager.SalaryCalculation(f);

}

else if (f=="analyst" || f== "Analyst" || f== "ANALYST") {

objAnalyst.SalaryCalculation(f);

}

}

}

class SalarySlip

{

public int BaseSalary;

public int Fuel;

public int MedicalAllowance;

public int FullSalary;

public virtual void SalaryCalculation(string s)

{

FullSalary = BaseSalary + Fuel + MedicalAllowance;

Console.WriteLine("The Salary Allowance for "+s+" is "+FullSalary);

}

}

class Engineer: SalarySlip

{

public override void SalaryCalculation(string s)

{

FullSalary = BaseSalary + Fuel + MedicalAllowance;

Console.WriteLine("The Gross Salary for " + s + " is " + FullSalary);

}

}

class Manager : SalarySlip

{

public override void SalaryCalculation(string s)

{

FullSalary = BaseSalary + Fuel + MedicalAllowance;

Console.WriteLine("The Gross Salary for " + s + " is " + FullSalary);

}

}

class Analyst : SalarySlip

{

public override void SalaryCalculation(string s)

{

FullSalary = BaseSalary + Fuel + MedicalAllowance;

Console.WriteLine("The Gross Salary for " + s + " is " + FullSalary);

}

}

}