

# BBM102 Programming Assignment 2

Özge Kökyay

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## **1 Problem Definition**

I was expected to develop a system to monitor payroll of Personnel in a University by using the inheritance mechanism that is an important property of object-oriented programming. I mostly use the concept of inheritance and polymorphism, relationships among classes by using object references, control of multiple instances of classes in Java.

## **2 Solution Approach**

The informations of the personnel and the working hours are executed and txt files for every personnel are created in PersonnelManager class.

I created Personnel class as a base class to represent sub-classes of every personnel type, then created the fields and methods to calculate the salaries by generating super-class and sub-class relationships between personnel classes.

I derived FacultyMember and Officer classes from ResearchAssistant class and Chief class from Worker class.

### 3 UML Diagram

