Abstract Class and Interfaces

Company Manager

Objectives

1. To demonstrate your understanding of objects and functions
2. To demonstrate your understanding of controlling execution
3. To demonstrate your understanding of access control
4. To demonstrate your understanding of reusing classes
5. To demonstrate your understanding of abstract classes

Overview

Create an hierarchy of classes - abstract class Employee and subclasses HourlyEmployee, SalariedEmployee, Manager and Executive. Every one's pay is calculated differently, research a bit about it. After you've established an employee hierarchy, create a Company class that allows you to manage the employees.

Unit Test

UML is required
Unit test in place before proceeding with code

Instructions

1. In your main class initialize and populate your Company Manager
2. Demonstrate calling methods on your Company class to manage employees
3. Print all output to screen