CommissionEmployee

calculateEarned(float, float)

UserEnteredEmptyMethod():static

UserEnteredInvalidSSN():static

HourlyEmployee

calculateEarned(float, float)

UserEnteredEmptyMethod():static

UserEnteredInvalidSSN():static

SalariedEmployee:

calculateEarned(float)

UserEnteredEmptyMethod():static

UserEnteredInvalidSSN():static

SalaryBasedCommissionEmployee

calculateEarned(float, float, float)

UserEnteredEmptyMethod():static

UserEnteredInvalidSSN():static

IEmployee (Interface)

calculateSalesSalary()

Employees

Name: string

Ssn: int

personalInformation()

calculateSalary()