# OODP workshop 10

# Employee Class

1. Think about a class named Employee in payroll system of an organisation.
2. What are the different attributes that an Employee class can have?
3. What are the methods that an Employee class can have?
4. How many constructors this class can have?
5. How many getters and setters this class can have?
6. What a toString() method will display in this class?

Open Eclipse, and develop this class on the basis of information you have written in answers above.

# FulltimeEmployee Class

Consider FulltimeEmployee class as a sub class of Employee

1. What is the additional attribute that a FulltimeEmplloyee class can have?
2. Discuss the different types of constructor that this class can have and how will you use “Super” keyword?
3. Write getter and setter for additional attributes and override the toString() method of Employee class which will display the all details of that particular FulltimeEmployee.

# CasualEmployee Class

Consider CasualEmployee class as a sub class of Employee

1. What is the additional attribute that a CasualEmployee class can have?
2. Discuss the different types of constructor that this class can have and how will you use “Super” keyword?
3. Write getter and setter for additional attributes and override the toString() method of Employee class which will display the all details of that particular CasualEmployee.

# Create a test class and test all classes by creating their objects and by calling their toString() method.

# Create a rough class diagram for above scenario.