

## programmer.h

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1 /*****
2  * AUTHOR      : Saul Moreno
3  * STUDENT ID  : 269491
4  * ASSIGNMENT# : 4
5  * CLASS       : CS1C
6  * SECTION    : MW 5:00pm
7  * DUE DATE   : 3/27/2020
8  *****/
9
10 #ifndef PROGRAMMER_H_
11 #define PROGRAMMER_H_
12
13 #include "employee.h"
14
15 class Programmer: public Employee
16 {
17     public:
18         /***/
19         ****CONSTRUCTOR/DESTRUCTOR**
20         *****/
21         Programmer(); //DEFAULT CONSTRUCTOR
22         ~Programmer(); //DEFAULT DESTRUCTOR
23
24         /***/
25         **** MUTATORS ****
26         *****/
27         void SetInitial(string eName, int dNumber, string sName, int pInc,
28             string cIdn, string javId);
29         void ChangeDepartmentNum(int dNum); //changes the employee's department #
30         void ChangeSupervisorName(string sName); //changes the supervisors name
31         void ChangePercentInc(int pInc); //changes the employee's salary % inc
32         void ChangeCppIdentifier(string cIden); //status of C++ knowledge
33         void ChangeJavaIdentifier(string jIden); //status of Java knowledge
34
35         /***/
36         **** ACCESSORS ****
37         *****/
38         void DisplayTable() const; // Will display table
39         void Display() const; // Will display employee information
40
41     private:
42         int departNumber; // - sets employee's department name
43         string supervisorName; // - sets employee's supervisors name
44         int percentInc; // - sets employee's percent increase
45         string cppIden; // - sets employee's c++ knowledge
46         string javaIden; // - sets employee's java knowledge
47
48 };
49
50 #endif /* PROGRAMMER_H_ */
51
```