

softwareArchitect.h

```
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 SOFTWAREARCHITECT_H_
11 #define SOFTWAREARCHITECT_H_
12
13 #include "employee.h"
14
15 class SoftwareArchitect: public Employee
16 {
17     public:
18         /***/
19         ****CONSTRUCTOR/DESTRUCTOR**
20         *****/
21         SoftwareArchitect(); //DEFAULT CONSTRUCTOR
22         ~SoftwareArchitect(); //DEFAULT DESTRUCTOR
23
24         /***/
25         **** MUTATORS ****
26         *****/
27         void SetInitial(string eName, int dNum, string sName, int sPer,
28             int nExp); //sets the employee's value
29         void ChangeDepartNum(int dNum); // changes department name
30         void ChangeSuperName(string sName); // changes supervisors name
31         void ChangeSalPer(int sPer); //changes salary percent raise
32         void ChangeNumExp(int nExp); //changes employees's years of experience
33         /***/
34         **** ACCESSORS ****
35         *****/
36         void DisplayTable() const; // Will display table heading
37         void Display() const; // Will display employee information
38
39     private:
40         int departmentNumber; // - sets employee's department name
41         string supervisorName; // - sets employee's supervisors name
42         int salaryPercentInc; // - sets the salary % increase
43         int numExp; // - sets the number of experience
44 };
45
46 #endif /* SOFTWAREARCHITECT_H_ */
47
```