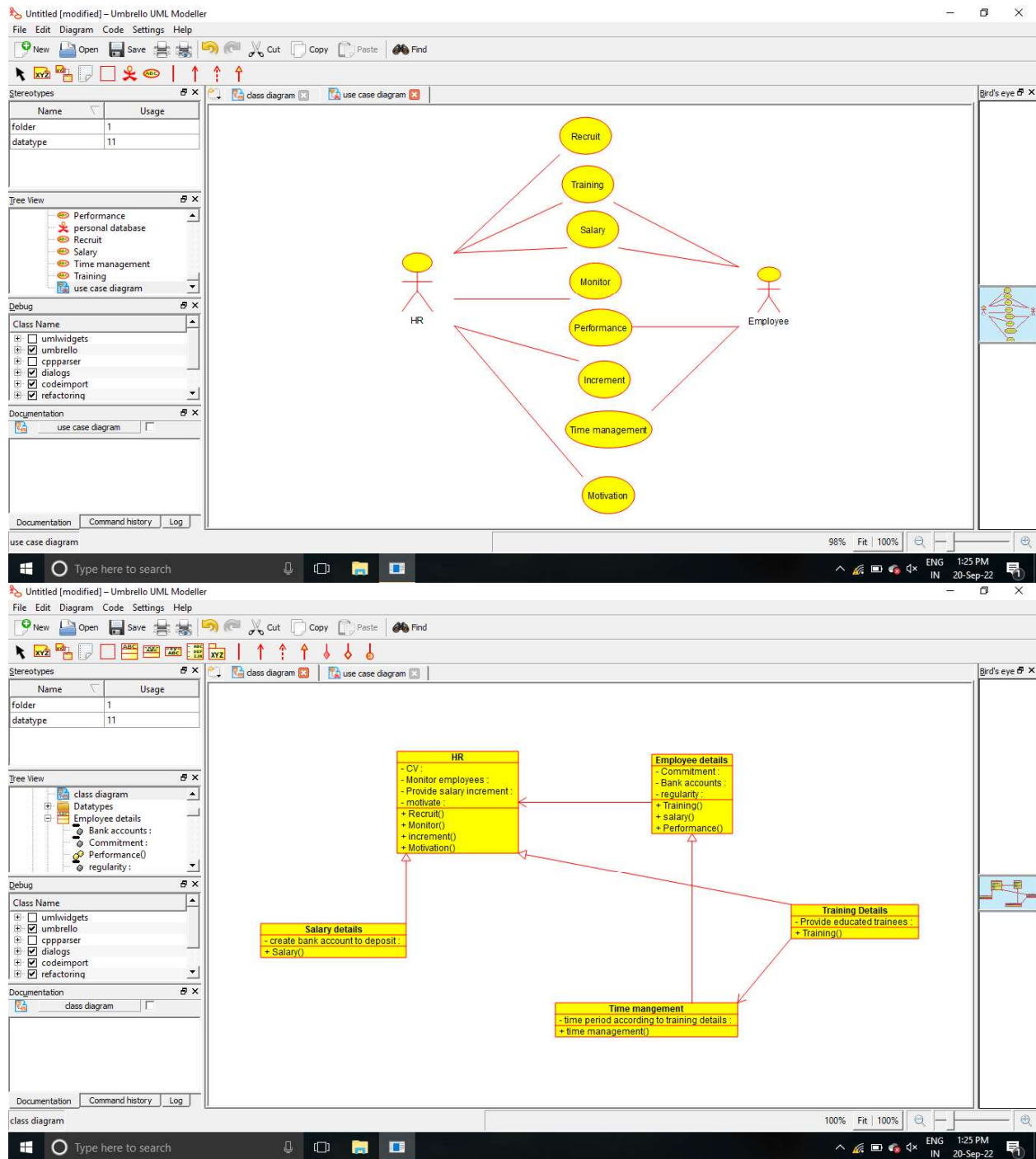


CSA1143 – Object Oriented Analysis and Design

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```

/**
 * Class Employee_details
 */
public class Employee_details {

    //
    // Fields
    //

    private void Commitment;
    private void Bank_accounts;
    private void regularity;

    //
    // Constructors
    //
    public Employee_details () { };

    //
    // Methods
    //

    //
    // Accessor methods
    //

    /**
     * Set the value of Commitment
     * @param newVar the new value of Commitment
     */
    private void setCommitment (void newVar) {
        Commitment = newVar;
    }

    /**
     * Get the value of Commitment
     * @return the value of Commitment
     */
    private void getCommitment () {
        return Commitment;
    }

    /**
     * Set the value of Bank_accounts
     * @param newVar the new value of Bank_accounts
     */

```

```

private void setBank_accounts (void newVar) {
    Bank_accounts = newVar;
}

/**
 * Get the value of Bank_accounts
 * @return the value of Bank_accounts
 */
private void getBank_accounts () {
    return Bank_accounts;
}

/**
 * Set the value of regularity
 * @param newVar the new value of regularity
 */
private void setRegularity (void newVar) {
    regularity = newVar;
}

/**
 * Get the value of regularity
 * @return the value of regularity
 */
private void getRegularity () {
    return regularity;
}

//
// Other methods
//

/**
 */
public void Training()
{
}

/**
 */
public void salary()
{
}

/**
 */
public void Performance()

```

```

{
}

}

/**
 * Class Salary_details
 */
public class Salary_details extends HR {

    //
    // Fields
    //

    private void create_bank_account_to_deposit;

    //
    // Constructors
    //
    public Salary_details () { };

    //
    // Methods
    //

    //
    // Accessor methods
    //

    /**
     * Set the value of create_bank_account_to_deposit
     * @param newVar the new value of create_bank_account_to_deposit
     */
    private void setCreate_bank_account_to_deposit (void newVar) {
        create_bank_account_to_deposit = newVar;
    }

    /**
     * Get the value of create_bank_account_to_deposit
     * @return the value of create_bank_account_to_deposit
     */
    private void getCreate_bank_account_to_deposit () {
        return create_bank_account_to_deposit;
    }
}

```

```

//
// Other methods
//

/**
 */
public void Salary()
{
}

}

/**
 * Class HR
 */
public class HR {

    //
    // Fields
    //

    private void CV;
    private void Monitor_employees;
    private void Provide_salary_increment;
    private void motivate;

    //
    // Constructors
    //
    public HR () { };

    //
    // Methods
    //

    //
    // Accessor methods
    //

    /**
     * Set the value of CV
     * @param newVar the new value of CV
     */
    private void setCV (void newVar) {
        CV = newVar;
    }

```

```

}

/**
 * Get the value of CV
 * @return the value of CV
 */
private void getCV () {
    return CV;
}

/**
 * Set the value of Monitor_employees
 * @param newVar the new value of Monitor_employees
 */
private void setMonitor_employees (void newVar) {
    Monitor_employees = newVar;
}

/**
 * Get the value of Monitor_employees
 * @return the value of Monitor_employees
 */
private void getMonitor_employees () {
    return Monitor_employees;
}

/**
 * Set the value of Provide_salary_increment
 * @param newVar the new value of Provide_salary_increment
 */
private void setProvide_salary_increment (void newVar) {
    Provide_salary_increment = newVar;
}

/**
 * Get the value of Provide_salary_increment
 * @return the value of Provide_salary_increment
 */
private void getProvide_salary_increment () {
    return Provide_salary_increment;
}

/**
 * Set the value of motivate
 * @param newVar the new value of motivate
 */
private void setMotivate (void newVar) {
    motivate = newVar;
}

```

```
/**
 * Get the value of motivate
 * @return the value of motivate
 */
private void getMotivate () {
    return motivate;
}

//
// Other methods
//

/**
 */
public void Recruit()
{
}

/**
 */
public void Monitor()
{
}

/**
 */
public void increment()
{
}

/**
 */
public void Motivation()
{
}
}
```