

# Employee Payroll System (C# Console Application)

**Submitted By:** Vimal Menon K

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**Company:** TechNeurons

## 1. Introduction

The **Employee Payroll System** is a **C# Console Application** designed to store employee details and calculate salaries based on their roles. The system uses **Object-Oriented Programming (OOP)** principles to ensure modularity and scalability.

## 2. Problem Statement

The system should allow users to:

**Add Employee Details** (ID, Name, Role, Salary Components).

**Calculate Employee Salaries** using:

$$\text{Salary} = \text{Basic Pay} + \text{Allowances} - \text{Deductions}$$

**Implement OOP Concepts** (Base Class & Inheritance).

**Provide a Console-Based Menu** for:

- Adding Employees
- Displaying Employee List
- Computing Payroll

## 3. Algorithm Explanation

**Read Employee Details** from the user.

**Create Employee Objects** based on Role (Manager, Developer, Intern).

**Calculate Salary** using the defined formula.

**Store Employees in a List.**

**Provide Menu Options** to interact with the system:

- Add Employees
- View Employee List
- Compute Payroll

## 4. Conclusion

The **Employee Payroll System** successfully stores employee data, calculates salaries, and provides an interactive console-based interface. It follows **OOP principles** and can be extended with **file storage or database integration**.