

Hands on Labs – Lab9

1. Write code for the below mentioned requirements

- **Create the class Employee with appropriate methods and data based on the code in Main method**
- **Code in Main**
 - Create an array of Employee objects of the size 4 and store all the four objects created in Main inside this array, based on the values accepted from the console
 - Create an object of EmployeeReport
 - Set the ReportDate to the value accepted from the console
 - Invoke the DisplayEmployees() method by passing the employee array
- **Code in EmployeeReport**
 - Implement the DisplayEmployees() method
 - Iterate through the array of employees
 - For each element get the role description by using the RoleBuilder class method GetRoleDescription()
 - For each employee compute the allowances using the SalaryCalculator
 - For each employee compute the salary using the SalaryCalculator
 - Print the values of each employee object. Display the data based on the format prescribed in the statement
 - `Console.WriteLine("EMP_ID\tNAME\tROLE\t\tBASIC\tHRA\tALLOW\tSALARY");`
- **Code in RoleBuilder**
 - Implement the method GetRoleDescription() which accepts the RoleId
 - Ensure that the RoleId cannot be anything other than 1 to 4. If it is some other value, then return "UNDEFINED" as the description
- **Code in SalaryCalculator**
 - Implement the methods GetSalary() and GetAllowance() for an employee
 - `Salary => Basic + HRA + Allowance`
 - `Allowance => Basic * AllowancePercentage/100.0`
- **Code in Roles**
 - Declare the necessary members in the Roles class