1 – WEEK – TASK (24-08-2024 TO 25-08-2024)

1. Employee Payroll Management:

   Employee.cs File Code:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace EmployeePayrollManagement
{
    internal abstract class Employee
    {
        public int Id { get; set; }
        public string Name { get; set; }
        public float BasicSalary {  get; set; }
        public float Bonus { get; set; }
        public float NetSalary { get; set; }

        public abstract float CalculateSalary(int id, String name, float basicSalary);

        public abstract float CalculateBonus(float salary, int criteria);

    }
}
```

   TemporaryEmployee.cs File Code:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
```

```csharp
namespace EmployeePayrollManagement
{
    internal class TemporaryEmployee : Employee
    {
        public int DailyWages { get; set; }
        public int NoOfDays { get; set; }

        public override float CalculateBonus(float salary, int criteria)
        {
            float bonus = 0;
            if (DailyWages < 1000)
            {
                bonus = NetSalary * 0.15f;
            }
            else if (DailyWages >= 1000 && DailyWages < 1500)
            {
                bonus = NetSalary * 0.12f;
            }
            else if (DailyWages >= 1500 && DailyWages < 1750)
            {
                bonus = NetSalary * 0.11f;
            }
            else if (DailyWages >= 1750)
            {
                bonus = NetSalary * 0.08f;
            }
            return bonus;
        }

        public override float CalculateSalary(int id, string name, float basicSalary)
        {
            NetSalary = DailyWages * NoOfDays;
            return NetSalary;
        }
    }
}
```

PermanentEmployee.cs File Code:

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace EmployeePayrollManagement
{
    internal class PermanentEmployee : Employee
    {
        public int Pf {  get; set; }

        public override float CalculateBonus(float salary, int criteria)
        {
            float bonus = 0;
            if (Pf < 1000)
            {
                bonus = salary * 0.10f;
            }
            else if (Pf >= 1000 && Pf < 1500)
            {
                bonus = salary * 0.115f;
            }
            else if (Pf >= 1500 && Pf < 1800)
            {
                bonus = salary * 0.12f;
            }
            else if (Pf >= 1800)
            {
                bonus = salary * 0.15f;
            }
            return bonus;
        }

        public override float CalculateSalary(int id, string name, float basicSalary)
        {
```

```csharp
            return basicSalary - Pf;
        }
    }
}
```

Program.cs File Code:

```csharp
using EmployeePayrollManagement;

namespace EmployeePayrollManagement
{
    internal class Program
    {
        private static void Main(string[] args)
        {
            int id, pf, wages, days;
            float salary;
            string type, name;
            Console.WriteLine("Enter the details");
            Console.WriteLine("Enter the type of Employee:");
            type = Console.ReadLine();


            if (type.ToLower().Equals("permanent"))
            {
                Console.WriteLine("Employee Id:");
                id = Convert.ToInt32(Console.ReadLine());
                Console.WriteLine("Employee Name:");
                name = Console.ReadLine();
                Console.WriteLine("Basic Salary:");
                salary = Convert.ToSingle(Console.ReadLine());
                Console.WriteLine("PF:");
                pf = Convert.ToInt32(Console.ReadLine());

                Employee Pemployee = new PermanentEmployee() { Id = id, Name = name,
BasicSalary = salary, Pf = pf };
                Pemployee.Bonus = Pemployee.CalculateBonus(salary, pf);
                Pemployee.NetSalary = Pemployee.CalculateSalary(id, name, salary);
```

```csharp
                Console.WriteLine();
                Console.WriteLine($"The details are:\n" +
                        $"Employee Id: {Pemployee.Id}\n" +
                        $"Employee Name: {Pemployee.Name}\n" +
                        $"Basic Salary: {Pemployee.BasicSalary}\n" +
                        $"PF: {((PermanentEmployee)Pemployee).Pf}\n" +
                        $"Bouns: {Pemployee.Bonus}\n" +
                        $"Net Salary: {Pemployee.NetSalary}");

            }
            else if (type.ToLower().Equals("temporary"))
            {
                Console.WriteLine("Employee Id:");
                id = Convert.ToInt32(Console.ReadLine());
                Console.WriteLine("Employee Name:");
                name = Console.ReadLine();
                Console.WriteLine("Daily Wages:");
                wages = Convert.ToInt32(Console.ReadLine());
                Console.WriteLine("No.of days worked:");
                days = Convert.ToInt32(Console.ReadLine());

                Employee Temployee = new TemporaryEmployee() { Id = id, Name = name,
DailyWages = wages, NoOfDays = days };
                Temployee.NetSalary = Temployee.CalculateSalary(id, name, wages);
                Temployee.Bonus = Temployee.CalculateBonus(0, 0);

                Console.WriteLine();
                Console.WriteLine($"The details are:\n" +
                        $"Employee Id: {Temployee.Id}\n" +
                        $"Employee Name: {Temployee.Name}\n" +
                        $"Daily Wages: {((TemporaryEmployee)Temployee).DailyWages}\n"
+
                        $"No.of days worked:
{((TemporaryEmployee)Temployee).NoOfDays}\n" +
                        $"Bouns: {Temployee.Bonus}\n" +
                        $"Net Salary: {Temployee.NetSalary}\n");
            }
```

```
        }
    }

}
```

Output:

Microsoft Visual Studio Debug Console

```
Enter the details
Enter the type of Employee:
Temporary
Employee Id:
102
Employee Name:
kumar
Daily Wages:
1500
No.of days worked:
20

The details are:
Employee Id: 102
Employee Name: kumar
Daily Wages: 1500
No.of days worked: 20
Bouns: 3300
Net Salary: 30000


C:\Users\sanjeevkumar.v\Desktop\Training\Payoda_Phase2_Trainee\WeeklyTasks\1 - WEEK - TASK\EmployeePayrollManagement\Emp
loyeePayrollManagement\bin\Debug\net8.0\EmployeePayrollManagement.exe (process 10384) exited with code 0 (0x0).
Press any key to close this window . . .
```

100 %

Output

Show out

========== Build completed at 11:19 and took 00.920 seconds ==========

Developer PowerShell   Error List   Output

Build succeeded   ↑ Add to Source Control ▲   Select Repository ▲

Solution Explorer

Search Solution Explorer (Ctrl+;)

🔎 Solution 'EmployeePayrollManagement' (1 o
  📁 Solution Items
    .editorconfig
  ▲ 🖳 EmployeePayrollManagement
    ▷ 🔗 Dependencies
    ▷ C# Employee.cs
    ▷ C# PermanentEmployee.cs
    ▷ C# Program.cs
    ▷ C# TemporaryEmployee.cs

Properties