

Explanation:

The **EMPLOYEE** class is an abstract class which has a virtual function called get_paid(). The get_paid() function will get the amount of money the employee will earn each time based on the type of the employee. Thus, the get_paid() function is not implemented in the EMPLOYEE class but in the subclasses that inherit from it.

Class HOST, CHEFT, and WAITER all publicly inherited from EMPLOYEE class, each of which has the get paid() function implemented.

The TABLE class is another abstract class with has the virtual functions get_tips(). The get_tips() will get the amount of tips each table gains, which depends on the size of the table and the type of the party. Thus, the get_tips() function is not implemented in the TABLE class but in the subclasses that inherit from it.

Class WALK-IN, RESERVED, and CELEBRITY PARTY all publicly inherited from TABLE class. The get_tips() functions are implemented inside these classes.

The OWNER class has a list of EMPLOYEE objects and a set of TABLE objects. The list of EMPLOYEE objects allows the OWNER class to compute the gross amount of money/pay employees earned by iterating through the list of all employees (including tips), and, at any particular time, to indicate how many customers a waiter is serving. Besides, the get_all_employees() function of the OWNER class will return a list of EMPLOYEE objects.

The WAITER class has a set of TABLE objects, which represents the tables that a waiter waits on. The get_tables() function will return a list of TABLE objects.

Only the **EMPLOYEE** and **TABLE** class are abstract.