4	A payroll program is to be written using an object-oriented programming language. An Employ	<i>r</i> ee
	class is designed. Two subclasses have been identified:	

HourlyPaidEmployee who is paid a monthly wage calculated from their hourly rate of pay and the number of hours worked during the month

1	(a)	Draw an	inheritance	diagram	for these	classes
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- **(b)** The design for the Employee class consists of:
  - properties
    - 0 EmployeeName
    - 0 EmployeeID
    - AmountPaidThisMonth
  - methods
    - SetEmployeeName
    - SetEmployeeID
    - 0 CalculatePay

Write **program code** for the class definition of the superclass Employee.

Programming language
[5]

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(c)	(i)	State the properties and/or methods required for the subclass ${\tt HourlyPaidEmployee}$ .
	(ii)	State the properties and/or methods required for the subclass SalariedEmployee.
	(")	Clate the properties and/or methods required for the subclass SalariedEmployee.
		[2]
(d)		ne the feature of object-oriented program design that allows the method CalculatePay e declared in the superclass Employee.
		[1]