## CSC 113 Lab #6 (Inheritance & Abstract Classes)



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Class Employee (abstract)	
Attributes	Methods
<pre># name (String): to hold the employee name. # id (String) # mobileNb (String) # startingDate (String): the first day on which the employee has started working.</pre>	<ul> <li>+ Employee() an empty constructor.</li> <li>+ calculateSalary() double: calculates and returns the salary.</li> <li>+ subInfo() String: returns information of the class that implementes it.</li> <li>+ display() void: it should display all the possible information, and it should use subInfo() in order to get the sub-classes information.</li> </ul>
Class Staff	
Attributes	Methods
<ul> <li><i>nbWorkingDays (int)</i>: to hold the number of days that a staff should work.</li> <li><i>dailyRate (double)</i>: to hold the amount of money per day that should be payed to a staff.</li> <li><i>tasks [] (String)</i>: an array contains a list of a staff's tasks.</li> <li><i>nbTasks (int)</i>: the current number of tasks.</li> </ul>	<ul> <li>+ Staff() an empty constructor.</li> <li>+ Staff(nbDays int, dRate double, size, int) a copy constructor.</li> <li>+ calculateSalary() double: it should calculate a staff's salary, which is: the number of working days x daily rate.</li> <li>+ addTask (task String) void: it should print the addition result (whether it's added or not).</li> <li>+ deleteTask (task String) void: it should print the deletion result (whether it's deleted or not).</li> <li>+ subInfo() String: should return a string that contains all the staff information (attributes).</li> <li>+ setters/getters.</li> </ul>
Class Faculty	
Attributes	Methods
<ul> <li><i>nbTeachingHours (int)</i>: to hold the number of hours that a faculty should teach.</li> <li><i>hourlyRate (double)</i>: to hold the amount of money per hour that should be payed to a faculty.</li> <li><i>coursesList [] (Course)</i>: an array contains a list of faculty's teaching courses.</li> <li><i>nbCourses (int)</i>: the current number of courses.</li> </ul>	<ul> <li>+ Faculty() an empty constructor.</li> <li>+ Faculty(nbHours int, hRate double, size, int) a copy constructor.</li> <li>+ addCourse (c Course) void: it should print the addition result (whether it's added or not).</li> <li>+ deleteTask (title String) void: it should print the deletion result (whether it's deleted or not).</li> <li>+ calculateSalary() double: it should calculate a faculty's salary, which is: number of teaching hours x hourly rate.</li> <li>+ subInfo() String: should return a string that contains all the faculty information (attributes).</li> <li>+ setters/getters.</li> </ul>

Implement all these four classes in java, and also implement a class that contains a main method to test your code. In the main method, you can create several *Course* objects, and assign them to several pre-created *Faculty* objects, in addition to creating some *Staff* objects and assigning them some tasks. After that you can call each object's display method.