**Tutorial #7**

**Q1: What is the output of the following program:**

Public Class Form1

 Private Sub Form1\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

 Const PayRate As Decimal = 14.75D

 Dim PayrollItem As New Payroll

 Dim BonusPayrollItem As New BonusPayroll

 Dim HoursWorked As Decimal = 40

 MsgBox("Normal pay is: " & PayrollItem.PayEmployee(HoursWorked, PayRate))

 MsgBox("Pay with bonus is: " & BonusPayrollItem.PayEmployee(HoursWorked, PayRate))

 End Sub

End Class

Public Class Payroll

 Public Overridable Function PayEmployee(ByVal HoursWorked As Decimal, ByVal PayRate As Decimal) As Decimal

 PayEmployee = HoursWorked \* PayRate

 End Function

End Class

Public Class BonusPayroll

 Inherits Payroll

 Const BonusRate As Decimal = 1.45D

 Overrides Function PayEmployee(ByVal HoursWorked As Decimal, ByVal PayRate As Decimal) As Decimal

 PayEmployee = MyBase.PayEmployee(HoursWorked, PayRate) \* BonusRate

 End Function

End Class

**Q2:**

**A : Write the definition of class Example as follows:**

1. Three instance variables x, y and z; types Double, String and Boolean.
2. One public shared data member s with initial value 10.
3. Three constructors: one default, one with three parameters and one with one parameter that initializes x the other variables are set to their default values.
4. Four Properties to set and get each of the four data members

**B: Write a client program for class Example above that creates and prints the following objects:**

1. a, b and c objects each using the different constructors.

**C: Write statements that do the following:**

1. Set the value of **s** to 8 without using any of the objects.
2. Increment **s** by 2 every time an object is created.