//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// Executive.java Author: Lewis/Loftus/Cocking

//

// Represents an executive staff member, who can earn a bonus.

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

public class Executive extends Employee

{

private double bonus;

//-----------------------------------------------------------------

// Sets up an executive with the specified information.

//-----------------------------------------------------------------

public Executive (String eName, String eAddress, String ePhone,

String socSecNumber, double rate)

{

super (eName, eAddress, ePhone, socSecNumber, rate);

bonus = 0; // bonus has yet to be awarded

}

//-----------------------------------------------------------------

// Awards the specified bonus to this executive.

//-----------------------------------------------------------------

public void awardBonus (double execBonus)

{

bonus = execBonus;

}

//-----------------------------------------------------------------

// Computes and returns the pay for an executive, which is the

// regular employee payment plus a one-time bonus.

//-----------------------------------------------------------------

public double pay()

{

double payment = super.pay() + bonus;

bonus = 0;

return payment;

}

}