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

// 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;

 }

}