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import JJIO
Class Employee
-- Name A.N. Ominous
-- Does provide for employee objects

    Constant Over_Hours = 40.0

    Box name ofClass Str is private
    Box hours ofType real is private
    Box rate ofType real is private

    Constructor Employee (n,h,r) is public
        Slot n ofClass Str -- name
        Slot h ofType real -- hours
        Slot r ofType real -- rate
    -- Does Create Employee
        Set name = n
        Set hours = h
        Set rate = r
    EndConstructor Employee

    Function grossPay (none) ofType real is public
        Box result ofType real
        Box pay ofType real
    -- Does return the gross pay
        If (hours < Over_Hours) then
            Set pay = rate * hours
        Else
            Set pay = rate * Over_Hours +
                rate * 1.5 * (hours - Over_Hours)
        EndIf
        Set result = pay
    EndFunction grossPay

    Routine showName (none) is public
    -- Does show, display, print the name
        Output name
    EndRoutine showName

    Function worksOverTime (none) ofType bool is public
        Box result ofType bool
    -- Does employee work overtime
        Set result = (hours > Over_Hours)
    EndFunction worksOverTime

    Routine setRate (amount) is public
        Slot amount ofType real
    -- Sets pay rate to given amount
        Set rate = amount
    EndRoutine setRate

    Routine PayTest (none) is public
        Box first ofClass Employee
        Box second ofClass Employee
    -- Does test Employee class
    Start
        New first ofClass Employee with ("Bill Gates", 50.0, 10.0)
        New second ofClass Employee with ("John Motil", 10.0, 50.0)
        Call second.setRate with (55.0)
        Call first.showName
        Output " is paid $"
        Outputln first.grossPay()
        Call second.showName
        Output " is paid $"
        Outputln second.grossPay()
    EndRoutine PayTest

EndClass Employee

-- OUTPUT:
-- Bill Gates is paid $550
-- John Motil is paid $550

```

```

import java.io.*;
class Employee {
// Name A.N. Ominous
// Does provide for employee objects

    private final double Over_Hours = 40.0;

    private String name;
    private double hours;
    private double rate;

    public Employee (String n, double h, double r) {
// Does Create Employee
        name = n;
        hours = h;
        rate = r;
    } //EndConstructor Employee

    public double grossPay() {
        double result;
        double pay;
// Does return the gross pay
        if (hours < Over_Hours) {
            pay = rate * hours;
        } else {
            pay = rate * Over_Hours +
                rate * 1.5 * (hours - Over_Hours);
        } //EndIf
        result = pay;
        return result;
    } //EndFunction grossPay

    public void showName() {
// Does show, display, print the name
        System.out.print (name);
    } //EndRoutine showName

    public boolean worksOverTime() {
        boolean result;
// Does employee work overtime
        result = (hours > Over_Hours);
        return result;
    } //EndFunction worksOverTime

    public void setRate (double amount) {
// Sets pay rate to given amount
        rate = amount;
    } //EndRoutine setRate

// public void PayTest
    public static void main (String[] args) {
        Employee first;
        Employee second;
// Does test Employee class
// Start
        first = new Employee ("Bill Gates", 50.0, 10.0);
        second = new Employee ("John Motil", 10.0, 50.0);
        second.setRate (55.0);
        first.showName();
        System.out.print (" is paid $");
        System.out.println (first.grossPay() );
        second.showName();
        System.out.print (" is paid $");
        System.out.println (second.grossPay() );
    } //EndRoutine main PayTest

} //EndClass Employee

// OUTPUT:
// Bill Gates is paid $550
// John Motil is paid $550

```