

Salary.cpp

```
#include "Salary.h"
```

```
Salary::Salary() {  
}
```

```
Salary::Salary(double s) {  
    sal = s;  
}
```

```
Salary::Salary(string d, double s) {  
    Employee::Employee(d);  
    sal = s;  
}
```

```
double Salary::get_sal() {  
    return sal;  
}
```

```
string Salary::calculate() {  
    return Employee::get_data() + " " + to_string(sal);  
}
```

```
Salary::~Salary()  
{  
}
```

Salary.h

```
#pragma once
```

```
#include "Employee.h"
```

```
class Salary :
```

```
    public Employee
```

```
{
private:
    double sal;
public:
    Salary();
    Salary(double);
    Salary(string, double);
    double get_sal();
    string calculate();
    ~Salary();
};
```

Employee.cpp

```
#include "Employee.h"
```

```
Employee::Employee() {
}
```

```
Employee::Employee(string d) {
    data = d;
}
```

```
string Employee::get_data() {
    return data;
}
```

```
Employee::~~Employee()
{
}
```

Employee.h

```
#pragma once
```

```
#include <string>
```

```
using namespace std;
```

```
class Employee
```

```
{
```

```
private:
```

```
    string data;
```

```
public:
```

```
    Employee();
```

```
    Employee(string);
```

```
    string get_data();
```

```
    ~Employee();
```

```
};
```