

ITCS114 – Exercise on Array of Objects

Part A:

Create a class called *SalesMan* that has 3 instance private variables:

- **FirstName** : of type string
- **LastName** : of type string
- **SalesAmount** : of type double

The class should also include the following methods:

- A constructor with parameters for instances variables FirstName, LastName and SalesAmount.
- 3 set methods to update the instance variables.
- 3 get methods to get the instance variables values.

Part B:

Write a java program that:

- a. Asks the user to enter the number of the *SalesMan*, then the data of each *SalesMan* and store then inside an array of type *SalesMan*.
- b. Ask the user to read a value d of type double then displays the name of all the *SalesMan* who have amount greater than the value d .

Challenge: write a method that receive as parameter an array of type salesman and return the name of Sales man who has the highest sales Amount. Then call the function in the main.