

Problem 11-1

Create a class `Employee` that has the following three instance variables:

```
String firstName  
String lastName  
HashMap salaryRecord
```

Do the following in your implementation of `Employee`:

1. Provide getters and setters for the `firstName` and `lastName` fields
2. The `HashMap salaryRecord` will store data about the `Employee`'s monthly paychecks. Keys in this hashtable will be dates, in the form of `Strings`, and values in the hashtable will be paycheck amounts, of type `double`.

Here is typical data that would be stored in this hashtable:

1/15/2011	3,005.50
2/15/2011	3,150.00
3/15/2011	4,200.00
4/15/2011	2,988.50

The startup code creates this data:

1/15/2011	3075.0
2/15/2011	3080.0
3/15/2011	3085.0
4/15/2011	3090.0
5/15/2011	3095.0
6/15/2011	3100.0
7/15/2011	3105.0
8/15/2011	3110.0
9/15/2011	3115.0
10/15/2011	3120.0
11/15/2011	3125.0
12/15/2011	3130.0

3. Implement the following three methods, according to the specification provided:

```
public void addEntry(String date, double paycheckAmount)
```

This method inserts into the hashtable a paycheck amount matched with a particular date

```
public void printPaymentAmount(String date)
```

This method will look up the paycheck stored in the hashtable, keyed on the input value of date. The output to the console should be like the following:

```
Jim Jones was paid 3085.0 on 3/15/2006
```

If no paycheck amount is found that matches the input date, a message should be printed that indicates this. Typical output should look like this:

```
Jim Jones did not receive a paycheck on 5/15/2005
```

```
public void printAveragePaycheck()
```

This method will compute the average paycheck amount, taken over all entries in the hashtable, and then print the result to the console.

Hint: Use the following: `Collection<Double> salaries = salaryRecord.values();`

Typical output should look like this:

```
Average paycheck for Jim Jones was 3102.5
```

Note: A skeleton of the Employee class has been provided for you in the folder that goes with this lab. In that file, there is a main method which you can use to test your methods.