Consider the class Employee to do the activities below. You can also do this activity on zyBooks.

public class Employee {  
 private final int pay\_low;  
 private final int pay\_high;  
 private String name;  
 private final int employee\_id;  
 public int getLowPay() {  
 return pay\_low;  
 }  
 public int getMaxPay() {  
 return pay\_high;  
 }  
 public int getID() {  
 return employee\_id;  
 }  
 public String getName() {  
 return name;  
 }  
 public void setName(String name) {  
 this.name = name;  
 }  
 public String toString() {  
 return String.*format*("Name: %s, ID: %d", name, employee\_id);  
 }  
 public Employee(int id, String name, int pay\_low, int pay\_high) {  
 employee\_id = id;  
 this.pay\_low = pay\_low;  
 this.pay\_high = pay\_high;  
 this.name = name;  
 }  
}

1. You goal is to write a new class (notice it is completely blank in zybooks) called SoftwareEngineer.java

* SoftwareEngineer
  + sets the Employee pay scale to be 75,000-250,000
  + has a jobcode associated with them
  + needs a getJobCode() and setJobCode() method
  + needs a constructor of the format SoftwareEngineer(int id, String name)
* Make sure to write some tests, so you get something useful to print

2. Add a toString method to SoftwareEngineer

* It should print out  
  Name: name, ID: id, JobCode: jobcode

3. Write an Application class that creates one Employee object and one Software Engineer object and print their information.