Lab sheet 3

Employee class

```
package com.mycompany.testemployee;


public class employee
{
    private String name;
    private int age;
    private double salary;


    // Constructor to set the name, age, and basic salary
    public employee(String name, int age, double salary)
    {
        this.name = name;
        this.age = age;
        this.salary = salary;
    }


    // Getter and Setter for Name
    public String getName() {
        return name;
    }


    public void setName(String name) {
        this.name = name;
    }
```

```java
    // Getter and Setter for Age
    public int getAge() {
        return age;
    }

    public void setAge(int age) {
        this.age = age;
    }

    // Getter and Setter for Salary
    public double getSalary() {
        return salary;
    }

    public void setSalary(double salary) {
        this.salary = salary;
    }

    // Method to calculate the bonus amount (Bonus + Basic Salary)
    public double calculateBonusAmount(double bonus) {
        return salary + bonus;
    }
}
```

TestEmployee(MAIN)

```java
package com.mycompany.testemployee;


public class TestEmployee {
  public static void main(String[] args)
{

    employee employee = new employee("Bogdan", 30, 50000);


    // Use setters to set additional information
    employee.setSalary(50000);
    double bonus = 10000;
    // Bonus can be passed as a constructor argument directly
    // Employee employee = new Employee("Bogdan", 30, 50000, 10000);


    // Use getters to retrieve information
    String employeeName = employee.getName();
    double basicSalary = employee.getSalary();


    // Calculate the bonus amount using the separate method
    double bonusAmount = employee.calculateBonusAmount(bonus);


    // Output the results
    System.out.println("Employee Name: " + employeeName);
    System.out.println("Basic Salary: " + basicSalary);
    System.out.println("Bonus: " + bonus);
    System.out.println("Bonus Amount: " + bonusAmount);
  }
}
```