

Assignment 03

Q1. Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as fields—a part number (type String), a part description (type String), a quantity of the item being purchased (type int) and a price per item (double). Your class should have a constructor that initializes the four instance variables. Provide a set and a get method for each instance variable. calculates the invoice amount (i.e. multiplies the quantity by the price per item), then returns the amount as a double value.

If the quantity is not positive, it should be set to 0.

If the price per item is not positive, it should be set to 0.0.

Write a test application named InvoiceTest that demonstrate class Invoice's capabilities.

Q2. Create a class called Employee that includes three fields—a first name (type String), a last name (type String) and a monthly salary (double). Provide a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, do not set its value. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.