**Develop a code for the following scenario.**

“An encapsulated class contains three variables to store Name, Age and Salary of the employee. Evelop getters and setters to set and get values . Develop a test class to test your code.”

package com.mycompany.test;

public class employee {

private String empname;

private int age;

private float salary;

public String getName()

{

return empname;

}

public void setName(String empname)

{

this.empname=empname;

}

public int getAge()

{

return age;

}

public void setAge(int age)

{

this.age=age;

}

public float getSalary()

{

return salary;

}

public void setSalary(float salary)

{

this.salary=salary;

}

}

package com.mycompany.test;

public class Test {

public static void main(String[] args) {

employee emp=new employee();

emp.setName("kaveesha nethmini");

emp.setAge(22);

emp.setSalary(20000);

System.out.println("Employee name: "+emp.getName());

System.out.println("Age: "+emp.getAge());

System.out.println("Month Salary: "+emp.getSalary());

}

}

Now modify the same code by trying to replace the setters using a constructor.

package com.mycompany.test;

public class employee {

private String empname;

private int age;

private float salary;

public employee(String name,int age,float salary )

{

empname=name;

this.age=age;

this.salary=salary;

}

public String getName()

{

return empname;

}

public void setName(String empname)

{

this.empname=empname;

}

public int getAge()

{

return age;

}

public void setAge(int age)

{

this.age=age;

}

public float getSalary()

{

return salary;

}

public void setSalary(float salary)

{

this.salary=salary;

}

}

package com.mycompany.test;

public class Test {

public static void main(String[] args) {

employee emp=new employee("kaveesha",22,20000);

System.out.println("Employee name: "+emp.getName());

System.out.println("Age: "+emp.getAge());

System.out.println("Month Salary: "+emp.getSalary());

}

}

**Code for the last example has been discussed during the class. We need the following Output. (Use Netbeans code generation option where necessary)**

Employee Name: xxxxx (Use setter to set and getter to retrieve)

Basic Salary: xxxx (Use setter to set and getter to retrieve)

Bonus: xxxx (You may use the constructor to pass this value)

Bonus Amount: xxxxx (Develop a separate method to calculate Bonus amount. Bonus amount is the total of Bonus and Basic Salary)

E.g.

Employee Name: Bogdan

Basic Salary: 50000

Bonus: 10000

Bonus Amount: 60000

package com.mycompany.test;

public class employee {

private String name;

private float bsalary,bonus,total;

public employee(float bonus )

{

this.bonus=bonus;

}

public String getName()

{

return name;

}

public void setName(String name)

{

this.name=name;

}

public float getSalary()

{

return bsalary;

}

public void setSalary(float bsalary)

{

this.bsalary=bsalary;

}

public void display()

{

System.out.println("Bonus: "+bonus);

System.out.println("Bonus Amount: "+(total=bsalary+bonus));

}

}

package com.mycompany.test;

public class Test {

public static void main(String[] args) {

employee emp=new employee(10000);

emp.setName("kaveesha nethmini");

emp.setSalary(50000);

System.out.println("Employee name: "+emp.getName());

System.out.println("Month Salary: "+emp.getSalary());

emp.display();

}

}