#include <iostream>

using namespace std;

class Worker {

private:

int salary;

string surname;

string profession;

int age;

int work\_exp;

public:

Worker() {

salary = 0;

surname = "None";

profession = "None";

age = 0;

work\_exp = 0;

}

Worker(int sal, string sur, string prof, int a, int w) {

salary = sal;

surname = sur;

profession = prof;

age = a;

work\_exp = w;

}

// Setter

void setSalary(int s) {

salary = s;

}

// Getter

int getSalary() {

return salary;

}

public:

// Setter

void setSurname(string sn) {

surname = sn;

}

// Getter

string getSurname() {

return surname;

}

public:

// Setter

void setProfession(string pr) {

profession = pr;

}

// Getter

string getProfession() {

return profession;

}

public:

// Setter

void setAge(int a) {

age = a;

}

// Getter

int getAge() {

return age;

}

public:

// Setter

void setWork\_exp(int wex) {

work\_exp = wex;

}

// Getter

int getWork\_exp() {

return work\_exp;

}

};

int main() {

Worker myObj;

myObj.setSalary(50000);

cout << "Salary of worker is: " << myObj.getSalary()<<endl;

myObj.setSurname("Ivanov");

cout << "Surname of worker is: " << myObj.getSurname() << endl;

myObj.setProfession("progremmer");

cout << "Profession of worker is: " << myObj.getProfession() << endl;

myObj.setAge(18);

cout << "Age of worker is: " << myObj.getAge() << endl;

myObj.setWork\_exp(1);

cout << "Work experience of worker is: " << myObj.getWork\_exp() << endl;

Worker w(50000, "Ivanov", "progremmer",18, 1);

int z = w.getSalary();

string a = w.getSurname();

string p = w.getProfession();

int g = w.getAge();

int e = w.getWork\_exp();

cout << z;

return 0;

}