

Practical-03

1.

Getter & setter method

Main class

```
public class Tutorial3 {  
    public static void main(String[] args)  
    {  
        Tuteclass3 t1=new Tuteclass3();  
        t1.setname("Menaka");  
        System.out.println("Name- "+t1.getname());  
        t1.setage(39);  
        System.out.println("Age- "+t1.getage());  
        t1.setsalary(12f);  
        System.out.println("Salary- "+t1.getsalary());  
    }  
}
```

```
public class Tuteclass3 {  
    private String name;  
    private int age;  
    private float salary;  
  
    public void setname(String a)  
    {  
        name=a;  
    }  
    public String getname()  
    {  
        return name;  
    }  
}
```

```

    }

    public void setage(int b)
    {
        age=b;
    }

    public int getage()
    {
        return age;
    }

    public void setsalary(float c)
    {
        salary=c;
    }

    public float getsalary()
    {
        return salary;
    }
}

```

Constructor method

Main class

```

public class Tutorial31 {
    public static void main(String[] args) {
        constructor a1=new constructor("Menaka",21,56000f);
        a1.display();
    }
}

```

Constructor class

```

public class constructor {

```

```

private String name;

private int age;

private float salary;


public constructor(String x,int y,float z)
{ name=x;

  age=y;

  salary=z;

}

public void display()
{
  System.out.println("Name= "+name);
  System.out.println("Age= "+age);
  System.out.println("salary= "+salary);
}

}

```

2.

Main class

```

public class Tutorial32 {

public static void main(String[] args) {

  Employee n1=new Employee("Menaka",12000f);

  n1.setsalary(900000f);

  System.out.println("Employee Name- "+n1.getname());

}

}

```

Employee class

```
public class Employee {  
    private String name;  
    private float salary,bonus;  
    public void setsalary(float m)  
    {  
        salary=m;  
    }  
    public float getsalary()  
    {  
        return salary;  
    }  
    public Employee(String s,float f)  
    {  
        name=s;  
        bonus=f;  
    }  
    public float getbonus()  
    {  
        return bonus;  
    }  
    public String getname()  
    {  
        return name;  
    }  
    public void bonusamount()  
    {  
        System.out.println("Bonus amount" +(salary+bonus));  
    }  
}
```

}