Exercise 01:

Create a class called “Employee” which has 3 private variables (empID, empName, empDesignation) and create getters and setters for each field. Please note that this has no main method since this is just a blueprint not a application. Now crate a test class to invoke the Employee class. Create two objects for Mr.Bogdan and Ms.Bird and set required values using setters and print them back on the console using getters.

public class Employee {  
 private int empID;  
 private String empName;  
 private String empDesignation;  
  
 //setters  
 public void setEmpID(int empID) {  
 this.empID = empID;  
 }  
 public void setEmpName(String empName) {  
 this.empName = empName;  
 }  
 public void setEmpDesignation(String empDesignation) {  
 this.empDesignation = empDesignation;  
 }  
  
 //getters  
 public int getEmpID() {  
 return empID;  
 }  
 public String getEmpName() {  
 return empName;  
 }  
 public String getEmpDesignation() {  
 return empDesignation;  
 }  
}

public class Test extends Employee{

public static void main(String[] args){

var mr\_Borgan = new Employee();

var ms\_Bride = new Employee();

mr\_Borgan.setEmpID(001);

mr\_Borgan.setEmpName("Mr.Borgan");

mr\_Borgan.setEmpDesignation("Senior software engineer");

ms\_Bride.setEmpID(002);

ms\_Bride.setEmpName("Ms.Bride");

ms\_Bride.setEmpDesignation("Project manager");

System.*out*.println("Employee ID: "+mr\_Borgan.getEmpID());

System.*out*.println("Employee name: "+mr\_Borgan.getEmpName());

System.*out*.println("Employee Designation: "+mr\_Borgan.getEmpDesignation());

System.*out*.println(" ");

System.*out*.println("Employee ID: "+ms\_Bride.getEmpID());

System.*out*.println("Employee name: "+ms\_Bride.getEmpName());

System.*out*.println("Employee Designation: "+ms\_Bride.getEmpDesignation());

}

}

Exercise 02:

Develop the following class execute and discuss the answer: Please note that each class stored in separate files. Write down the answer.

class SuperB {

int x;

void setIt (int n) { x=n;}

void increase () { x=x+1;}

void triple () {x=x\*3;};

int returnIt () {return x;}

}

class SubC extends SuperB {

void triple () {x=x+3;} // override existing method

void quadruple () {x=x\*4;} // new method

}

public class TestInheritance {

public static void main(String[] args) {

SuperB b = new SuperB();

b.setIt(2);

b.increase();

b.triple();

System.out.println( b.returnIt() );

SubC c = new SubC();

c.setIt(2);

c.increase();

c.triple();

System.out.println( c.returnIt() ); }

}