BACS2023 Object-Oriented Programming Practical #4

Question 1

A. Given the **Employee** class as below:

```
public class Employee{
   String name;
   double salary;

Employee(String employeeName, double currentSalary){
    name = employeeName;
    salary = currentSalary;
}

void raiseSalary(double percent){
   salary = salary + (salary * percent / 100.0);
}
```

Write a driver program that creates an **Employee** object and displays his/her salary before and after a salary raise of 8%.

- B. (*Access modifiers*) Modify the **Employee** class such that data field encapsulation is applied and the correct visibility modifiers are used. Specifically,
 - Make the data fields private.
 - > Implement setters and getters for each data field.
 - All constructors and methods should be declared as public.

Modify your previous driver program accordingly.

- C. (Constructors and constructor overloading) Add the following constructors to the Employee class.
 - A no-argument constructor that sets the employee name to an empty string (i.e., "") and the salary field to 0.0.
 - A constructor with 1 parameter. This constructor receives a String argument storing a name. The salary field should be set to 0.0.

Implement a driver program that creates 2 **Employee** objects each using a different constructor above. Include statements to:

- > Display the employee with a higher salary
- ➤ Compute and display the total salary of the 2 employees

Question 2

- A. Create a class named Student that includes data fields for the student ID, name, number of quizzes taken and a total quiz score. In your class, include the following:
 - ➤ A no-arg constructor
 - A constructor with 2 parameters for student ID and name
 - > accessors for all data fields
 - > appropriate mutators
 - > addQuiz(int score) [each quiz is worth 10 marks]
 - > getAverageScore()

IMPORTANT NOTE: Remember to adhere to the standard Java naming convention for your class names, data field names and method names.

B. Create a driver program that tests all constructors and methods.

Question 3

Describe the usage of following methods:

- (i) Mutator method
- (ii) Accessor method
- (iii) Constructor