Lab Assignment #5

Due: <One week from receipt!>

On page 2, the initial code for a class named `EmployeePayRoll` is shown.

Part I.

Implement this class, along with any potential *missing* methods that will create a very flexible client interface that makes it easy to use this object.

Part II.

Implement an application program named `TestEmployeePayRoll` that:

- **asks the user for the following information in separate method calls that return**
  - **employee name**
  - **hourly page rate**
  - **total number of hours worked from a user**

- **invokes a method named `displayEmployeeData` that displays a consistent format showing all information used to calculate the pay for this employee**

As you design any classes, always follow these guidelines:

- **Easy to read (Readability)**
- **Easy to understand (Clarity)**
- **Easy to maintain (Flexibility)**
- **All string and numeric literals used must be defined as class *constants***

You will need to turn in a hardcopy printout for all of your *.java file(s) to your lab instructor and you upload a zip file (containing all of your *.java file(s)) to the appropriate D2L dropbox.

All hardcopies of files turned in must be attached to this lab cover sheet.

```
public class EmployeePayRoll
{
   private String employeeLastName;
   private double hoursWorked;
   private double payRate;

   public EmployeePayRoll()
   {
   }

   public setHoursWorked()
   {
   }

   public setPayRate()
   {
   }

   public getHoursWorked()
   {
   }

   public getPayRate()
   {
   }

   public getGrossPay()
   {
   }
}
```