**Design a class employee of an organization. An employee has a name, empid, and salary. Write the default constructor, a constructor with parameters (name, empid, and salary) and methods to return name and salary. Also write a method increaseSalary that raises the employee’s salary by a certain user specified percentage. Derive a subclass Manager from employee. Add an instance variable named department to the manager class. Supply a test program that uses theses classes and methods.**

***CODE:***

***import java.util.\*;***

***import java.io.\*;***

***class Employee{***

***private String name;***

***private double salary;***

***int empno;***

***Employee(String employeeName,double currentSalary, int employeeNumber){***

***name = employeeName;***

***salary = currentSalary;***

***empno = employeeNumber;***

***}***

***public String getName(){***

***return name;***

***}***

***public double getSalary(){***

***return salary;***

***}***

***public void increaseSalary(double byPercent){***

***salary = salary + salary\*(byPercent/100);***

***}***

***}***

***class Manager extends Employee{***

***private String department;***

***Manager(String employeeName,double currentSalary, int employeeNumber,String d1){***

***super(employeeName,currentSalary,employeeNumber);***

***department = d1;***

***}***

***public String getDepartment(){***

***return department;***

***}***

***}***

***class Test{***

***public static void main(String args[]){***

***Manager d=new Manager("Blank",75000,123,"Gaming");***

***d.increaseSalary(25);***

***String n = d.getName();***

***double sal = d.getSalary();***

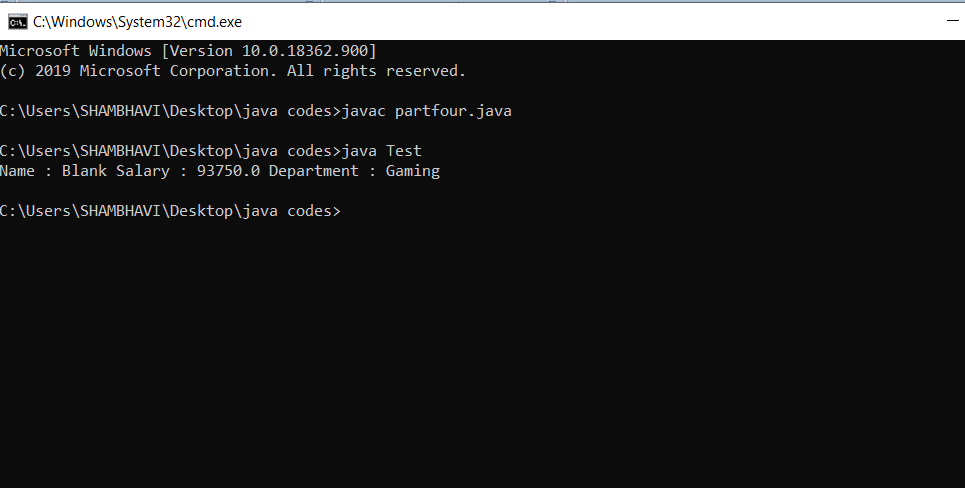
***String dep = d.getDepartment();***

***System.out.println("Name : "+n+" Salary : "+sal+" Department : "+dep);***

***}***

***}***

***OUTPUT:***

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