**Practical 03**

Exercise 3-1

```
public class Employee {

    private int age;
    private float salary;
    private String name;

  public int getAge() {
     return age;
  }

  public void setAge(int age) {
     this.age = age;
  }

  public float getSalary() {
     return salary;
  }

  public void setSalary(float salary) {
     this.salary = salary;
  }

  public String getName() {
     return name;
  }

  public void setName(String name) {
     this.name = name;
```

```
    }



    }
}
public class TestEmployee {
    public static void main(String[] args) {
        Employee emp = new Employee();

        // Using setters
        emp.setName("malinda");
        emp.setAge(23);
        emp.setSalary(50000.0);

        // Getting values using getters
        System.out.println("Name: " + emp.getName());
        System.out.println("Age: " + emp.getAge());
        System.out.println("Salary: " + emp.getSalary());
    }
}
```

---

replace the setters using a constructor.

```
public class Employee {

       private int age;
       private float salary;
       private String name;

  public Employee(int age,float salary,String name){
      this.age=age;
      this.name=name;
```

```
    this.salary=salary;

 public int getAge() {
       return age;
   }

   public float getSalary() {
       return salary;
   }

   public String getName() {
       return name;
   }


   }
}
```

Exercise 3-2

```
/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
 */

package com.mycompany.employee;

/**
 *
 * @author Lenovo
 */
```

```
public class Employee {
    private String empname;
    private float salary;
    private float bonus;

    // Getters and setters for empname
    public String getEmpname() {
        return empname;
    }

    public void setEmpname(String empname) {
        this.empname = empname;
    }

    // Getters and setters for salary
    public float getSalary() {
        return salary;
    }

    public void setSalary(float salary) {
        this.salary = salary;
    }

    // Setter for bonus
    public void setBonus(float bonus) {
        this.bonus = bonus;
    }

    // Getter for bonus, also calculates the total salary (salary + bonus)
    public float getBonus() {
        return bonus;
```

```
    }

    public float getTotalSalary() {
        return salary + bonus;
    }
}
```

```
 package com.mycompany.employee;

public class test {
    public static void main(String[] args) {
        Employee emp = new Employee();
        emp.setEmpname("Malinda");
        emp.setSalary(50000.0f);
        emp.setBonus(10000.0f);

        System.out.println("Employee Name: " + emp.getEmpname());
        System.out.println("Base Salary: " + emp.getSalary());
        System.out.println("Bonus: " + emp.getBonus());
        System.out.println("Total Salary: " + emp.getTotalSalary());
    }
}
```