Classes

**Exercises**

**Task 1.**

Create a class called car that contains properties for the cars make, model, colour and rego along with the necessary getters and setters (No constructor). Once your class has been created, make 5 car objects and populate them with some details. Display all of the car objects properties to the user.

**Task 2.**

Create a person class that has public properties for First and last names and a private property for their age. Make a constructor which is used to populate the properties at the time of the objects creation. Create a Person object and display their full name and age to the user.

*What issues did you encounter?*

**Task 3.**

Create a class for an animal object with properties for the animal type, the animals name and an id number. The id number needs to be a 4 digit random number. This class needs to have a constructor and a method inside of the class that returns all of the animals details as a string back to the main method to be displayed.

## **Classes | Exercises**

### Task 1.

Create an application that contains a class call Animal. This animal class needs to contain the following:

* 2 properties - one for the animals name and one for the sound the animal makes.
* The necessary getters and setters for the properties.
* A method called ***animalSays()***that can build the string "The ***xxxx*** says ***zzzz***" eg. "The ***cow*** says ***moo***"
* A constructor for all of the Animals properties. Make sure it uses the properties setters and not the property itself.

From the main method you need to:

* Prompt the user to enter the name for the animal and save it in an appropriate variable.
* Prompt the user to enter the sound for the animal and save it in an appropriate variable.
* Create an Animal object and use the variables to populate the constructor.
* Use the objects ***AnimalSays()*** method to display the information back to the user.

### Task 2.

Create an application that contains a class called Employee. This Employee class needs to contain the following:

* 4 auto properties - First name, Last name, Gross annual salary, tax rate (as a percentage)
* A method called ***NetSalary()***that can return the employee objects net salary (after tax). (*You may need to use Math.Round())*
* A constructor for all of the Employees properties.

From the main method you need to:

* Prompt the user to enter the data necessary to fill the employee properties and save them to appropriate variables.
* Create an Employee object and use the variables to populate the constructor.
* Use the objects properties to display the information back to the user.
* Call the employee objects method to display the net salary to the user.