

Lab Assignment 06

2021 – 2022 Spring, CMPE 114/211 Fundamentals of Programming II

Q2. Use your “*Employee.java*” class that you implemented in Q1.

1. Add a static method *Employee combine(Employee emp1, Employee emp2)* to your *Employee* class that creates a new employee whose salary is the sum of the salaries in *emp1* and *emp2*

Two important rules of combination:

- Only employees with the same name can be combined. The new employee gets the same name and the ID of *emp1*.
- Two employees with the same employee ID and position cannot be combined.

Check these conditions before creating the new employee. If either condition fails, do not create the new employee; print a useful message and return null.

2. Write a test program “*TestEmployee2.java*” that prompts for and reads in three names and creates an employee with an initial position of “Manager” for each. Print the three employees and try to combine the second and third into a new employee. If combination is made, print the combined employee.

Sample Output:

Enter name for first employee: Rocky

First employee

Name: Rocky

Position: Manager

ID #: 1107170033

Salary: 0.0

Enter name for second employee: Yurika

Second employee

Name: Yurika

Position: Manager

ID #: 1135662427

Salary: 0.0

Enter name for third employee: Elisa

Third employee

Name: Elisa

Position: Manager

ID #: 51495908

Salary: 0.0

Trying to combine second and third employees.

Sorry, employees with different names cannot be combined.

Enter name for first employee: John

First employee

Name: John

Position: Manager

ID #: 654949099

Salary: 0.0

Enter name for second employee: Rocky

Second employee

Name: Rocky

Position: Manager

ID #: 45736269

Salary: 0.0

Enter name for third employee: Rocky

Third employee

Name: Rocky

Position: Manager

ID #: 423698766

Salary: 0.0

Trying to combine second and third employees.

Result account is

Name: Rocky

Position: Manager

ID #: 45736269

Salary: 0.0

***** Upload Employee.java, TestEmployee.java and TestEmployee2.java files to VPL.**