Exercise 3-1

public class Employee {

private String name;

private int age;

private double salary;

// Setter methods

public void setName(String name) {

this.name = name;

}

public void setAge(int age) {

this.age = age;

}

public void setSalary(double salary) {

this.salary = salary;

}

// Getter methods

public String getName() {

return name;

}

public int getAge() {

return age;

}

public double getSalary() {

return salary;

}

}

public class TestEmployee {

public static void main(String[] args) {

Employee emp = new Employee();

emp.setName("John");

emp.setAge(30);

emp.setSalary(50000.0);

System.out.println("Employee Name: " + emp.getName());

System.out.println("Employee Age: " + emp.getAge());

System.out.println("Employee Salary: " + emp.getSalary());

}

}

Exercise 3-2

public class Employee {

private String name;

private double basicSalary;

private double bonus;

// Constructor with bonus parameter

public Employee(String name, double basicSalary, double bonus) {

this.name = name;

this.basicSalary = basicSalary;

this.bonus = bonus;

}

// Setter and Getter methods for name and basicSalary

// (No need for setter and getter for bonus, as it is set through the constructor)

public void setName(String name) {

this.name = name;

}

public String getName() {

return name;

}

public void setBasicSalary(double basicSalary) {

this.basicSalary = basicSalary;

}

public double getBasicSalary() {

return basicSalary;

}

// Method to calculate bonus amount

public double calculateBonusAmount() {

return basicSalary + bonus;

}

}

public class TestEmployee {

public static void main(String[] args) {

// Creating an employee with name, basicSalary, and bonus

Employee emp = new Employee("Bogdan", 50000, 10000);

System.out.println("Employee Name: " + emp.getName());

System.out.println("Basic Salary: " + emp.getBasicSalary());

System.out.println("Bonus: " + emp.getBonus());

System.out.println("Bonus Amount: " + emp.calculateBonusAmount());

}

}