Exercise 01:

Create a class called “Employee” which has 3 private variables (empID, empName, empDesignation) and create getters and setters for each field. Please note that this has no main method since this is just a blueprint not a application. Now crate a test class to invoke the Employee class. Create two objects for Mr.Bogdan and Ms.Bird and set required values using setters and print them back on the console using getters.

Exercise 02:

Develop the following class execute and discuss the answer: Please note that each class stored in separate files. Write down the answer.

class SuperB {

int x;

void setIt (int n) { x=n;}

void increase () { x=x+1;}

void triple () {x=x\*3;};

int returnIt () {return x;}

}

class SubC extends SuperB {

void triple () {x=x+3;} // override existing method

void quadruple () {x=x\*4;} // new method

}

public class TestInheritance {

public static void main(String[] args) {

SuperB b = new SuperB();

b.setIt(2);

b.increase();

b.triple();

System.out.println( b.returnIt() );

SubC c = new SubC();

c.setIt(2);

c.increase();

c.triple();

System.out.println( c.returnIt() ); }

}