	2003
	Chapter 8 - Practice Set
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1	Create a class Employee with following properties and methods:
,	and methods:
4	Salary (property) (int)  get Salary (method returning int)  name (property) (String)  get Name (method returning String)  Set Name (method changing name)
7	get Salary method returning int
7	name 1 property (String)
7	get Name (me that returning String)
0	Set Name (method changing name)
	The state of the s
2	Create a class cellphone with methods to print "ringing", "Vibrating" etc.
"	"ringing" "Vibrating" etc.
AO	and the state of t
3	Create a class square with a method to initialize its
"	Create a class square with a method to initialize its side, calculating area, perimeter etc.
The same of the same of	b d a salar a
4	Create a class Rectangle & repeat 3
	The state of the s
5	Create a class lommy Vecetti for Kockstar Games
	Create a class Tommy Vecetti for Rockstar Games Capable of hitting (print hitting.), running, fixing etc.
	The state of the s
6	Repeat 4 for a Circle.
	5 ( Delicial Jap dowy adding
	and H