

Chapter 8 - Practice Set

- 1 Create a class Employee with following properties and methods:
 - Salary (property) (int)
 - getSalary (method returning int)
 - name (property) (String)
 - getName (method returning String)
 - setName (method changing name)
- 2 Create a class Cellphone with methods to print "ringing...", "vibrating..." etc.
- 3 Create a class Square with a method to initialize its side, calculating area, perimeter etc.
- 4 Create a class Rectangle & repeat 3
- 5 Create a class TommyVercetti for Rockstar Games capable of hitting (print hitting...), running, firing etc.
- 6 Repeat 4 for a Circle.