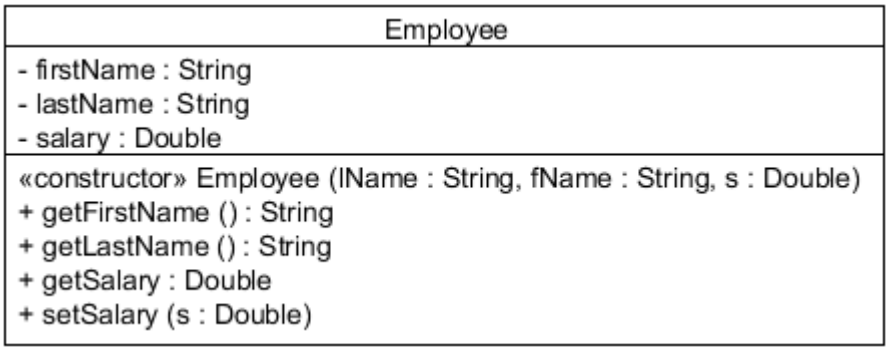
CS1400 Lab Employee – creating the blueprint

Description:

Download LabEmployee.zip from Canvas: EmployeeTest.java is already finished. However, Employee.java still requires some work.



In Employee.java do the following:

1. Declare three private fields as described in the UML class diagram
2. Create a public constructor that initializes all three fields
   call the set accessor to initialize the field salary in the constructor
3. Create a get accessor for each of the fields
4. Create a set accessor for the field salary
   Inside of the set method do some input validation: check whether the parameter value is greater than or equal to 0. Only if that is the case the value is assigned to the private field salary.
   If the parameter value is less than 0 ignore the request (do nothing).
5. The fields firstName and lastName have no set method and can't be changed once they have been created

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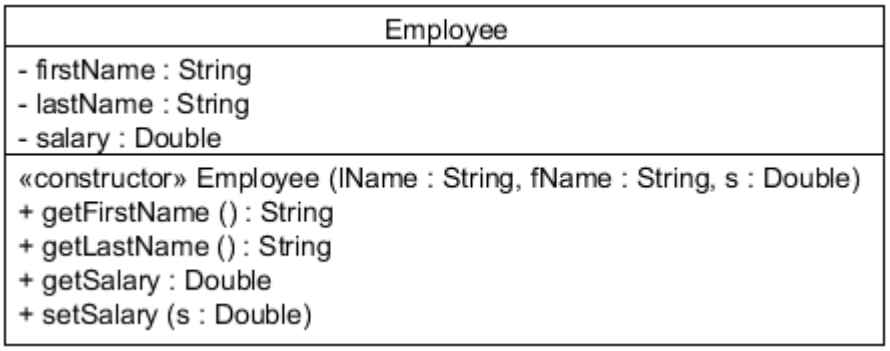

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