Q. Empolyee class (getter setter)

Solution:

import java.util.\*;

class Employee{

String name;

int empid;

float salary;

public Employee( String name, int empid, float salary) {

this.name = name;

this.empid = empid;

this.salary = salary;

}

public Employee() {

this(" ", 0 , 0.0f );

}

public String getName() {

return name;

}

public void setName(String name) {

this.name = name;

}

public int getEmpid() {

return empid;

}

public void setEmpid( int empid ) {

this.empid = empid;

}

public float getSalary() {

return salary;

}

public void setSalary(float salary) {

this.salary = salary;

}

class EmployeeUtil{

private Employee emp;

public EmployeeUtil() {

this.emp = new Employee();

}

public void acceptRecord() {

Scanner sc = new Scanner(System.***in***);

System.***out***.println("Enter the name: ");

emp.setName( sc.nextLine());

System.***out***.println("Enter the Employee ID: ");

emp.setEmpid( sc.nextInt());

System.***out***.println("Enter the salary: ");

emp.setSalary( sc.nextFloat());

}

public void printRecord() {

System.***out***.println("Empolyee name: " + emp.getName());

System.***out***.println("Employee ID: " + emp.getEmpid());

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

}

}

}

public class Program2 {

public static void main(String[] args) {

Employee emp = new Employee();

Employee.EmployeeUtil util = emp.new EmployeeUtil();

util.acceptRecord();

util.printRecord();

}

}

Output :

