/\*\*

\*

\* @author Zhenhua Yang

\* @version Jan 10, 2019

\*

\* The Employee class contains the information about an employee.

\*/

public class Employee {

private int id;

private String name;

private int salary;

private double hourlyRate;

public Employee()

{

id = 0;

name = null;

salary = 0;

hourlyRate = 0.0;

}

public int getId() {

return id;

}

public String getName()

{

return name;

}

public int getSalary()

{

return salary;

}

public double getHourlyRate()

{

return hourlyRate;

}

public void setId( int newId )

{

id = newId;

}

public void setName( String newName )

{

name = newName;

}

public void setSalary( int newSalary )

{

salary = newSalary;

}

public void setHourlyRate( double newHourlyRate )

{

if ( newHourlyRate < 0.00 )

hourlyRate = 0;

else

hourlyRate = newHourlyRate;

}

}

/\*\*

\*

\* @author Zhenhua Yang

\* @version Jan 10, 2019

\*

\* The Client class tests the Employee class.

\*/

public class Client {

public static void main(String[] args) {

// create an instance/object of the Employee class

Employee boss = new Employee();

boss.setId( 1 );

boss.setName( "Joe" );

boss.setSalary( 120000 );

System.out.println( "Boss ID: " + boss.getId() );

System.out.println( "Boss Name: " + boss.getName() );

System.out.println( "Boss salary: " + boss.getSalary() );

// create an instance/object of the Employee class

Employee worker = new Employee();

worker.setId( 2 );

worker.setName( "Bob" );

worker.setHourlyRate( 15.00 );

System.out.println( "Worker ID: " + worker.getId() );

System.out.println( "Worker Name: " + worker.getName() );

System.out.println( "Worker rate: " + worker.getHourlyRate() );

}

}

run:

Boss ID: 1

Boss Name: Joe

Boss salary: 120000

Worker ID: 2

Worker Name: Bob

Worker rate: 15.0

BUILD SUCCESSFUL (total time: 0 seconds)