# Lab 10 – Classes

**Personal Information Class:**

Design a class called **Employee** that holds the following data about an employee:

name

ID number

Department

Job Title

**Class.** Store your class in a separate file called employee.py.

Your class will have an initializer method that will be passed the information entered by the user as arguments.

Write appropriate accessor and mutator methods for each data attribute.

Write a \_\_str\_\_ method to print the contents of the class (see example of \_\_str\_\_ on p. 523).

**Main program**:

Your main program should create three instances of the class. Your program should get the information from the user and pass it as parameters to the initializer method. Using the \_\_str\_\_ method invoked by the print function, the program should display the personal information for the three individuals.

**Output and Sample Dialog:**

Enter employee name: Mary Smith

Enter employee ID: 123456

Enter department: Accounting

Enter position: Accountant

Enter employee name: Joe Morales

Enter employee ID: 678910

Enter department: Engineering

Enter position: Engineer

Enter employee name: Marie Zinc

Enter employee ID: 45678

Enter department: Customer Service

Enter position: Customer Service Rep

Employee 1 :

Name: Mary Smith

ID number: 123456

Department: Accounting

Title: Accountant

Employee 2 :

Name: Joe Morales

ID number: 678910

Department: Engineering

Title: Engineer

Employee 3 :

Name: Marie Zinc

ID number: 45678

Department: Customer Service

Title: Customer Service Rep

Note: You may not actually be using the setter and getter methods but to be complete, your class needs to include them.

See Cellphone class example. Instead of using this method of printing, invoke \_\_str\_\_ in main by using print(*object\_name*).

Turn in two files, employee.py and your main program (*yourlastname*\_Lab10.py).