# LAB 17 – Class and Method Design

**20 Points**

1. Download the files **SimpleName.java** and **SimpleNameDriver.java** from Blackboard and open them into a text editor, DrJava, or other IDE. Run **SimpleNameDriver.java**. Modify the **SimpleName.java** class to print out only the initials of an instance of **SimpleName** by adding a method called **getInitials()**to the **SimpleName** class. Modify the **SimpleNameDriver.java** file so that it will call this new method and print out the initials of a **SimpleName** object to test your new method.
2. Close **SimpleNameDriver.java**, download, and open **Employee.java** and **Payroll.java**. Compile and execute **Payroll.java**. Modify the Payroll application (**Payroll.java**) to handle a fourth employee. Instantiate this instance of **Employee** with your own name and be generous with your pay.
3. Using the same files as in number 2, refactor the **Employee** class to create a method called **hoursWorked()** that returns the hours worked for the Employee object, and modify the **Payroll** application to display the hours that were entered for each employee. Test your new method.
4. Modify the **Payroll** application to calculate and print the average pay using a method of the **Payroll** class that you are to write called **printAveragePay().**
5. Upload the modified files from this assignment - **SimpleName.java**, **SimpleNameDriver.java, Employee.java**, and **Payroll.java.**