



COP 2800, Java Programming,

Assignment 3.1 (a,b) (30 points)

Create a class called Employee that include five instance variables – name, classification (Faculty, Adjunct, Professional & Career), ID, gender, base salary. Provide a set and a get method for each instance variable. Write a test application named EmployeeTest that demonstrates class Employee’s capabilities. Create at-least five Employee objects and display each object’ information. Write good interactive messages for users while they are interacting with the program. You should write detail comments on your program and your program should be interactive.

Hint: You should be able to write the program with what we have covered in class and the example programs that I have uploaded under the week.

Assignment 3.2 (10 points)

1. Write in your own word, your understanding of a “class” and an “object”. Give example.
2. Why would you create a class and an object (what are their advantages)? Give example.

Grade rubric (3.1a):

Program comments	3
Program code file (.java)	10
Ran program screen shot	2
Assessment/Reflection	3
Challenges	2
Total	20

Grade rubric (3. 1b)

Question 1 with example	5
Question 2 with example	5
Total	10

Purpose: The program ties to the following student learning outcomes

- MLO 1. Solve problems, design solutions, write and test code in Java using correct code structures and following professional programming standards.

- MLO 2. Create classes and declare objects with methods for use in object-oriented programming.