Lina Kaval  
Period 4

Class Design – Employee

Attributes → instance variables

string myName

double mySalary

Behaviors → methods

string employeeName ( )

double employeeSalary ( )

void raiseSalary (double byPercent)

void newEmployeeName (string newName)

void newEmployeeSalary (double newSalary)

Constructors

Employee(string aName, double aSalary)