Practical Software Engineering 1.
1. Lecture

1. Task: Employees

Create a class which holds information about an employee. An employee has a first name, last name, job and salary. Implement the corresponding getter/setter methods, and a method with we can raise the salary of the employees of a given job.

2. Task: Rectangles

Create a class, which defines a rectangle. A rectangle is defined with the coordinates of its bottom-left and upper-right corners. We assume that the sides of a rectangle are parallel to the x or y axis. Implement the area and perimeter methods, that calculate the corresponding values.

3. Task: Store

A stores can hold several same sized boxes. Each box has a unique identifier. Each store has a capacity. Implement a method which can put boxes into the store, and an other method, which can remove boxes from the store.