In-class lab

In BlueJ create a project called lab2-A with the following class and functionality.

Create a class called **Employee**. Include appropriate comments for each class element. Here are the relevant attributes of class Employee:

* employeeName
* employeeAgeInYears
* employeeAddress
* numberOfYearsEmployed
* annualPayInCAD
* isFullTime

Choose appropriate data types and make sure they are all private.

Create two constructors. The first constructor takes no parameters and assigns employee Name and emploeeAddress to “unknown”, and assigns fields employeeAgeInYears, numberOfYearsEmployed and annualPayInCAD to 1 and isFullTime to false.

The second constructor takes parameters to initialize all instance variables. The constructor will validate the String parameters and uses them if they were not null. If the passed parameter was null an IllegalArgumentException will be thrown with the message (“Name can’t be null”) or (“Address can’t be null”). In addition, the constructor will check the numeric parameters and uses them only if they were not negative and not 0, otherwise n IllegalArgumentException will be thrown with a message that the corresponding field must be positive and greater than 0. The parameter names should be descriptive and different from the instance variable names. Include a Javadoc comment with @param tags for every parameter.

Test your project, make sure it compiles and runs properly by creating an Employee object. Inspect to insure that the instance variables have the appropriate values.

Demonstrate your completed project to your instructor or TA before leaving the lab and be sure we have checked it off. A suggested solution will be given during the next class and labs that have not been checked off will not receive any points. Once you have completed your lab, zip the lab folder and upload it to D2L drop box before the deadline.