```
public class Employee {
  private String name;
  private int age;
  private double salary;
  // Getter and Setter methods for Name
  public String getName() {
    return name;
  }
  public void setName(String name) {
    this.name = name;
  }
  // Getter and Setter methods for Age
  public int getAge() {
    return age;
  }
  public void setAge(int age) {
    this.age = age;
  }
  // Getter and Setter methods for Salary
  public double getSalary() {
    return salary;
  }
  public void setSalary(double salary) {
    this.salary = salary;
  }
```

```
}
public class TestEmployee {
  public static void main(String[] args) {
    // Create an instance of Employee
    Employee emp = new Employee();
    // Use setter methods to set the values
    emp.setName("Bogdan");
    emp.setSalary(50000);
    // Bonus value passed through constructor
    double bonus = 10000;
    // Calculate bonus amount using a separate method
    double bonusAmount = emp.calculateBonusAmount(bonus);
    // Display the output
    System.out.println("Employee Name: " + emp.getName());
    System.out.println("Basic Salary: " + emp.getSalary());
    System.out.println("Bonus: " + bonus);
    System.out.println("Bonus Amount: " + bonusAmount);
  }
}
public class Employee {
  private String name;
  private double salary;
  // Constructor to set Name, Age, and Salary
  public Employee(String name, double salary) {
    this.name = name;
    this.salary = salary;
```

```
}
  // Getter and Setter methods for Name
  public String getName() {
    return name;
  }
  public void setName(String name) {
    this.name = name;
  }
  // Getter and Setter methods for Salary
  public double getSalary() {
    return salary;
  }
  public void setSalary(double salary) {
    this.salary = salary;
  }
  // Method to calculate Bonus Amount
  public double calculateBonusAmount(double bonus) {
    return salary + bonus;
 }
}
Output
Employee Name: Bogdan
Basic Salary: 50000.0
Bonus: 10000.0
Bonus Amount: 60000.0
```