# Practical -03

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## ❖Exercise 3-1

Add getter ,setter methods

Class-

```
package com.mycompany.kiuy;
public class Employee
{
  private String ename;
  private int age;
  private float salary;
  public void setename(String ename)
  {
     this. ename=ename;
  }


  public  String getename()
  {
      return ename;
```

```
 }
 public void setage(int age)
 {
    this.age=age;
 }
 public  int getage()
 {
    return age;
 }
 public void setsalary(float salary)
 {
   this.salary=salary;
 }
 public float getsalary()
 {
    return salary;
 }

}
```

## Object-

```
package com.mycompany.kiuy;
```

```
public class Kiuy {


    public static void main(String[] args)
    {
       Employee e1=new Employee();
       e1.setename("abc");
       e1.setage(20);
       e1.setsalary(100000.00f);
       System.out.println("Name:"+e1.getename());
       System.out.println("Age:"+e1.getage());
       System.out.println("Salary:"+e1.getsalary());
    }
}
```

## Constructer method-

Class-

```
package com.mycompany.kiuy;
public class Employee
{
  private String ename;
  private int age;
  private float salary;
  public Employee()
```

```
 {
    ename="abc";
    age=20;
    salary=10000.00f;
 }
 public void displayDetails()
 {
    System.out.println("Name:"+ename);
    System.out.println("Age:"+age);
    System.out.println("Salary:"+salary);

 }
}
```

# Object-

```
package com.mycompany.kiuy;
public class Kiuy {

   public static void main(String[] args)
   {
      Employee e1=new Employee();
      e1.displayDetails();
```

```
    }
}
```

## ❖ Exercise 3-2

# Add getter setter method-

## Class-

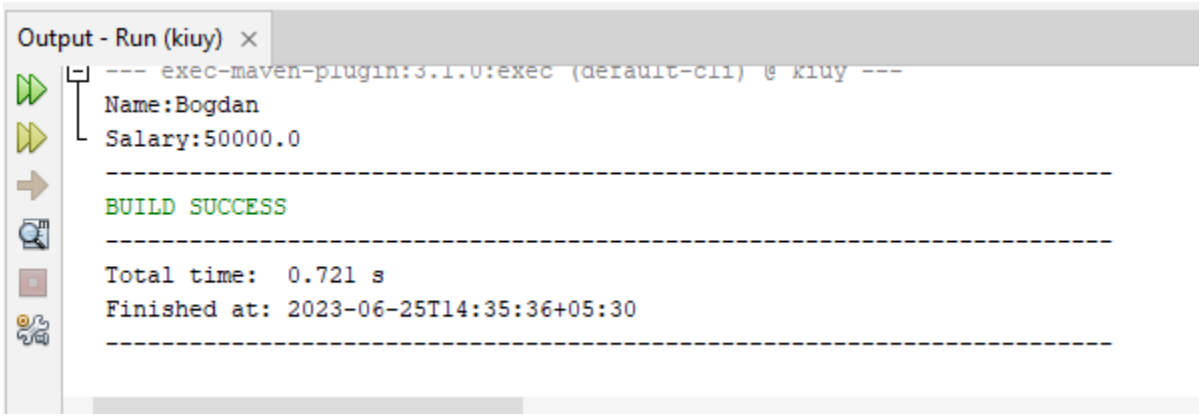
```
package com.mycompany.kiuy;
public class Employee
{
  private String ename;
  private float salary;
  public void setename(String en)
  {
     ename=en;
  }
  public String getename()
  {
     return ename;
  }
  public void setsalary(float n)
  {
     salary=n;
```

```
  }
  public float getsalary()
  {
     return salary;
  }
}
```

## Object-

```
package com.mycompany.kiuy;
public class Kiuy {

    public static void main(String[] args)
    {
       Employee e1=new Employee();
       e1.setename("Bogdan");
       e1.setsalary(50000.00f);
       System.out.println("Name:"+e1.getename());
       System.out.println("Salary:"+e1.getsalary());
    }
}
```

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# Constructer method-

## Class-

```
package com.mycompany.kiuy;

public class Employee
{
  private String ename;
  private float salary;
  private float bonus;
  private float BAmount;
  public Employee()
  {
```

```
    ename="Bogdan";
    salary=50000.00f;
    bonus=10000;
  }
  public void displayDetails()
  {
    System.out.println("Name:"+ename);
    System.out.println("Salary:"+salary);
    System.out.println("Bonus"+bonus);

    BAmount=(float)(salary+bonus);
    System.out.println("BAmount"+BAmount);

  }
}
```

## Object-

```
package com.mycompany.kiuy;
public class Kiuy {

   public static void main(String[] args)
   {
```

```
        Employee e1=new Employee();
        e1.displayDetails();


    }
}
```