# Chapter 3 Programming Assignment

**Purpose:** To write an Object-Oriented application that creates a Java class with several instance variables, a constructor to initialize the instance variables, and several methods to access the instance variables’ values. Also, write a test class that instantiates the first class and tests the class’s constructor and methods.

**Details:**

Create a class called Employee containing the following:

* Three instance variables,
  + An instance variable of type String used to hold the employee’s first name.
  + An instance variable of type String used to hold the employee’s last name.
  + An instance variable of type double used to hold the employee’s monthly salary.
* Provide a constructor with three parameters used to initializes each instance variable. The constructor should check the specified monthly salary to ensure that it is positive. If it not, set it to 0.0.
* Provide get methods that return the values of each instance variables.
* No set methods are needed. Do not include them in the Employee class.

Create a second class called EmployeeTest that contains the main method. The method should prompt for an employee’s first name, last name, and monthly salary, and use the values to create an Employee object. The class should then prompt for the values a second time to create a second Employee object. **Note:** After asking for the first employee’s monthly salary, call the Sanner**.**nextLine method to clear the Sanner’s input buffer before asking for the second employee’s first name.

The EmployeeTest class should then display the following:

Employee One’s name: *last\_name*, *first\_name*

Employee One’s yearly salary: $ *nn.nn*

Employee Two’s name: *last\_name*, *first\_name*

Employee Two’s yearly salary: $ *nn.nn*

Upload both source files to Blackboard.

**Note:** Ensure that your program is properly formatted and it follows all Java naming conventions.