W3D3 Lab 1: Using a Map

Description:

In this lab you'll create a simple application that uses a Hashmap.

Provided:

We've provided an Employee class. Employees have a firstName, lastName and a salaryRecord. The salaryRecord is private and is implemented with a Map. A Moch / Chai test file is also provided.

Instructions:

Your job will be to implement methods that interact with the salaryRecord. Salary records are stored in the Map where the keys are Date strings, and the values are Numbers (a paycheck amount) Here is the typical data that will be stored in the salaryRecord Map:

1/15/2019	3005.50
2/15/2019	3150.00
3/15/2019	4200.00
4/15/2019	2988.50

Implement the following 3 methods

1. addEntry(date, amount)

    This method inserts into the Map a paycheck amount matched with a particular date

2. printPaymentAmount(date)

    This method will look up the paycheck stored in the Map, keyed on the input value of date. It should return a string that looks like:

        Jim Jones was paid 4200.00 on 3/15/2019

    If no paycheck amount is found that matches the input date, a message should be returned that indicates this. Typical output would look like:

        Jim Jones did not receive a paycheck on 5/15/2019

3. printAveragePaycheck()

    This method will compute the average paycheck amount, taken over all entries in the Map, and then return the result. A typical return value should look like:

        Average paycheck for Jim Jones was 3097.50