

Employee

Create a class named Employee. Employee objects have the following three properties: an employee name (type String), a monthly salary (type Integer), and an annual salary (type Integer). The annual salary should always be 12 times the monthly salary. The class provides a constructor with sufficient arguments to initialize the new employee object. The monthly salary should only accept positive numbers. Assigning a negative number to the monthly salary should result in a salary of zero. Include a method named RaisePay that gives the employee a 10% raise.

Create a form to demonstrate the Employee class capabilities. The form should test the class by calling the class constructor, call any Set and Get blocks for each property, and call the RaisePay method .