

Challenge: Decide Employee Salary

This lesson brings you a challenge to solve.

Problem statement

Define a struct `employee` with a field `salary` and make a method `giveRaise()` for this type to increase the salary with a certain percentage.



Note: `employee` is the struct type, and `salary` is its field. Do not change the name of these variables.

Try to implement the function below. Feel free to view the solution, after giving some shots. Good Luck!

```
package main
import "fmt"
import "encoding/json"

/* basic data structure upon which we'll define methods */
type employee struct {
    salary float32
}

/* a method which will add a specified percent to an
employees salary */
func (this *employee) giveRaise(pct float32) {

    return
}
```



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We hope that you were able to solve the challenge. The next lesson brings you the solution to this challenge.