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**Faculty of Information Technology**

**Department of Software Engineering**

**Object-Oriented Programming**

**Lab 3**

Create a class called *Employee* that includes three instance variables: *First name* (type string), *last name* (type string) and *monthly salary* (type decimal). Your class should have a *constructor* that initializes the three instance variables.

Provide a *property* with a get and set accessor for the three instance variables. If the monthly salary is negative, the set accessor should leave the monthly salary unchanged.

Write a test application called *EmployeeTest* that demonstrates class Employee's capabilities. Create two objects and *display each object's yearly salary*. Then give each employee a *10% raise* and *display each employee's yearly salary*.