Exercise 1:

Create a class called **Employee** that includes three pieces of information as instance variables

1. First name (type String)
2. Last name (type String)

Your class should have the following methods:

- Provide a **set** and a **get** method for each instance variable. If the monthly salary is not positive, set it to 0.0.

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

Exercise 2:

Create a class called **Invoice** that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables:

1. Part number (type String)
2. Part description (type String)
3. Quantity of the item being purchased (type int)
4. Price per item (double).

Your class should have the following:

- Provide a **set** and a **get** method for each instance variable.
- Provide a method named **getInvoiceAmount** that calculates the invoice amount (i.e., multiplies the quantity by the price per item), then returns the amount as a double value. If the quantity is not positive, it should be set to 0. If the price per item is not positive, it should be set to 0.0.

Write a test application named **InvoiceTest** that demonstrates class Invoice’s capabilities. Your program should keep asking the user to calculate an invoice by printing a menu that has two choices: *calculate a new Invoice*, and *exit*. 
Exercise 3:
Define a class Date in a file called Date.java with three attributes: day, month and year (all of type int).
• Define the following public methods for the class Date:
  1) Methods (setters, getters) allowing to access to attributes.
  2) A method increment() that adds one day to the current date.
  3) A method decrement() that subtracts one day from the current date.
  4) Write a method display() that prints the date to the screen in a suitable form.

• Write a main program with a class TestDate.java where you test the class Date.
• Declare two objects d1 and d2 of the class Date.
• Set the date of d1 to 30/12/2012, and d2 to 1/1/2012
• Increment the first date object by one day.
• Decrement the second date object by one day.
• Display each of the two date objects.

(Hint: to avoid all the difficulties with date calculations assume that each month has exactly 30 days).