

```
import java.math.BigDecimal;
import java.math.RoundingMode;

//Correspondence: cash = salary
//Convention: cash >= 0
//              scale(cash) = 2 (ie cash has 2 decimal places)
public class Employee implements Salaried {
    private BigDecimal cash;

    //Ensures: cash = 0
    public Employee() {
        cash = new BigDecimal("0");
        cash = cash.setScale(2);
    }

    //Requires: d >= 0
    //          scale(d) <= 2
    //Alters: cash
    //Ensures: cash = d
    public void setSalary(BigDecimal d) {
        cash = d;
        cash = cash.setScale(2);
    }

    //Requires: raise > 0
    //Alters: cash
    //Ensures: cash = round(#cash * (1+raise), 2)
    public void giveRaise(float raise) {
        BigDecimal myRaise = new BigDecimal(Double.toString(raise));
        myRaise = myRaise.add(BigDecimal.ONE);
        cash = cash.multiply(myRaise);
        cash = cash.setScale(2, RoundingMode.HALF_UP);
    }

    //Returns cash
    public BigDecimal getSalary() {
        return cash;
    }
}
```