using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace EmployeeClass

{

class Employee

{

int id;

string name;

string address;

int salary;

static string dept;

// Static Constr , it will be onle one , will be parameterless

static Employee()

{

dept = "IT";

}

// Def Cons CAN BE ONLY ONE WITHIN A CLASS

public Employee() { }

//Para Cons CAN BE MULTIPLE WITHIN A CLASS

public Employee(int id)

{

this.id = id;

Console.WriteLine("Enter Name");

name = Console.ReadLine();

Console.WriteLine("Enter Address");

address = Console.ReadLine();

Console.WriteLine("Enter Salary");

salary = int.Parse(Console.ReadLine());

}

public Employee(int id, string name)

{

this.id = id;

this.name = name;

Console.WriteLine("Enter Address");

address = Console.ReadLine();

Console.WriteLine("Enter Salary");

salary = int.Parse(Console.ReadLine());

}

public Employee(int id, string name, string address, int salary)

{

this.id = id;

this.name = name;

this.address = address;

this.salary = salary;

}

public Employee(Employee employee)

{

Console.WriteLine("Enter ID");

id = Byte.Parse(Console.ReadLine());

this.name = employee.name;

this.address = employee.address;

this.salary = employee.salary;

}

public void GetDetails()

{

Console.WriteLine("Enter ID");

id = Byte.Parse(Console.ReadLine());

Console.WriteLine("Enter Name");

name = Console.ReadLine();

Console.WriteLine("Enter Address");

address = Console.ReadLine();

Console.WriteLine("Enter Salary");

salary = int.Parse(Console.ReadLine());

}

public void DisplayDetails()

{

Console.WriteLine($"ID is {id}");

Console.WriteLine($"Name is {name}");

Console.WriteLine($"Address is {address}");

Console.WriteLine($"Salary is {salary}");

}

public static void DisplayDept()

{

Console.WriteLine("Department is " + dept);

}

}

}

using System;

namespace EmployeeClass

{

class Program

{

static void Main(string[] args)

{

Employee.DisplayDept();

// This will call def cons

Employee employee1 = new Employee();

employee1.GetDetails();

employee1.DisplayDetails();

// This will call para cons

Employee employee2 = new Employee(100);

employee2.DisplayDetails();

// This will call para cons

Employee employee3 = new Employee(101, "Deepak");

employee3.DisplayDetails();

// This will call para cons

Employee employee4 = new Employee(103, "Ajay", "Delhi", 30000);

employee4.DisplayDetails();

// This will call copy cons

Console.WriteLine("Copy const will be called here");

Employee employee5 = new Employee(employee4);

employee5.DisplayDetails();

}

}

}