**Assignment:-5**

**Name:Avdhoot Girish Pol**

**Centre:Juhu**

**Student Id :-240840520018**

**Note:**

1. This assignment is designed to practice static fields, static initializers, and static methods.
2. Understand the problem statement and use static and non-static wisely to solve the problem.
3. Use constructors, proper getter/setter methods, and toString() wherever required.
4. Design and implement a class named InstanceCounter to track and count the number of instances created from this class.

Code:

**package** org.dac;

**class** Instancecounter {

**private** **static** **int** *instanceCount* = 0;

**public** Instancecounter() {

*instanceCount*++;

}

**public** **static** **int** getInstanceCount() {

**return** *instanceCount*;

}

}

**public** **class** Instance {

**public** **static** **void** main(String[] args) {

Instancecounter obj1 = **new** Instancecounter();

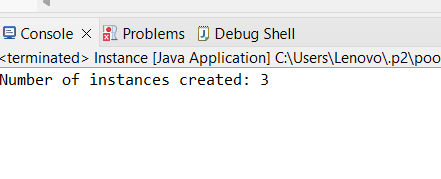
Instancecounter obj2 = **new** Instancecounter();

Instancecounter obj3 = **new** Instancecounter();

System.***out***.println("Number of instances created: " + Instancecounter.*getInstanceCount*());

}

}



1. Design and implement a class named Logger to manage logging messages for an application. The class should be implemented as a singleton to ensure that only one instance of the Logger exists throughout the application.

The class should include the following methods:

* **getInstance()**: Returns the unique instance of the Logger class.
* **log(String message)**: Adds a log message to the logger.
* **getLog()**: Returns the current log messages as a String.
* **clearLog()**: Clears all log messages.

Code:

**package** org.dac;

**public** **class** Logger {

**private** **static** Logger *Instance*;

**private** StringBuilder logMessages;

**private** Logger() {

logMessages = **new** StringBuilder();

}

**public** **static** Logger getInstance() {

**if** (*Instance* == **null**) {

*Instance* = **new** Logger();

}

**return** *Instance*;

}

**public** **void** log(String message) {

logMessages.append(message).append("\n");

}

**public** String getLog() {

**return** logMessages.toString();

}

**public** **void** clearLog() {

logMessages.setLength(0);

}

**public** **static** **void** main(String[] args) {

Logger logger1 = Logger.*getInstance*();

logger1.log("Hello Everyone");

logger1.log("Good Morning");

Logger logger2 = Logger.*getInstance*();

logger2.log("Have a Good Day");

System.***out***.println("Logger Output:");

System.***out***.println(logger1.getLog());

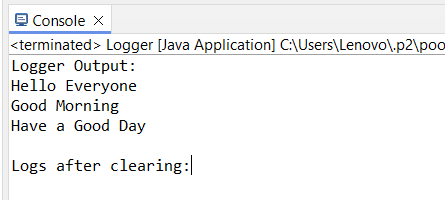
logger1.clearLog();

System.***out***.println("Logs after clearing:");

System.***out***.println(logger2.getLog());

}

}



1. Design and implement a class named Employee to manage employee data for a company. The class should include fields to keep track of the total number of employees and the total salary expense, as well as individual employee details such as their ID, name, and salary.

The class should have methods to:

* Retrieve the total number of employees (getTotalEmployees())
* Apply a percentage raise to the salary of all employees (applyRaise(double percentage))
* Calculate the total salary expense, including any raises (calculateTotalSalaryExpense())
* Update the salary of an individual employee (updateSalary(double newSalary))

Understand the problem statement and use static and non-static fields and methods appropriately. Implement static and non-static initializers, constructors, getter and setter methods, and a toString() method to handle the initialization and representation of employee data.

Write a menu-driven program in the main method to test the functionalities.

Code;

**package** org.dac;

**class** Employee {

**private** **static** **int** *totalEmployee*;

**private** **static** **double** *totalSalaryExpenses*;

**private** **int** empId;

**private** String name;

**private** **float** salary;

**public** Employee(**int** empId, String name, **float** salary) {

**this**.empId = empId;

**this**.name = name;

**this**.salary = salary;

*totalEmployee*++;

*totalSalaryExpenses* += salary;

}

**public** **int** getEmpId() {

**return** empId;

}

**public** **void** setEmpId(**int** empId) {

**this**.empId = empId;

}

**public** String getName() {

**return** name;

}

**public** **void** setName(String name) {

**this**.name = name;

}

**public** **float** getSalary() {

**return** salary;

}

**public** **void** setSalary(**float** newSalary) {

*totalSalaryExpenses* = *totalSalaryExpenses* - **this**.salary + newSalary;

**this**.salary = newSalary;

}

**public** **static** **int** getTotalEmployees() {

**return** *totalEmployee*;

}

**public** **static** **void** applyRaise(Employee... employees) {

**for** (Employee employee : employees ) {

**float** newSalary = employee.salary + (employee.salary \* 0.05f);

employee.setSalary(newSalary);

}

}

**public** **static** **double** calculateTotalSalaryExpense() {

**return** *totalSalaryExpenses*;

}

@Override

**public** String toString() {

**return** "Employee{" + "id=" + empId + ", name='" + name + '\'' + ", salary=" + salary + '}';

}

}

**public** **class** EmployeeManagement {

**public** **static** **void** main(String[] args) {

Employee employee1 = **new** Employee(51, "Ganesh", 550000);

Employee employee2 = **new** Employee(52, "Tushar", 601000);

Employee employee3 = **new** Employee(53, "Avdhoot", 525790);

System.***out***.println("Total Employees: " + Employee.*getTotalEmployees*());

System.***out***.println("Total Salary Expense: " + Employee.*calculateTotalSalaryExpense*());

Employee.*applyRaise*();

System.***out***.println("Total Salary Expense after raise: " + Employee.*calculateTotalSalaryExpense*());

employee1.setSalary(55000);

System.***out***.println("Updated salary for employee 1: " + employee1.getSalary());

System.***out***.println("Total Salary Expense: " + Employee.*calculateTotalSalaryExpense*());

employee2.setSalary(40000);

System.***out***.println("New Salary: " + employee2.getSalary());

System.***out***.println("Total Salary Expense:" + Employee.*calculateTotalSalaryExpense*());

}

}

