

Third Year B. Tech (EL & CE)

Semester: V Subject: Object-Oriented Programming Lab

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Roll No: 52 Batch: A3

Experiment No: 02

Name of the Experiment: Database of Airline Company

Performed on: 13/09/2023 Submitted on: 27/08/2023

Problem Statement:

Develop an object oriented program in C++ to create a database of employee into system containing following info:

Employee name, Employee No, Qualification ,address ,contact , Salary (basic, DA, Ta , Net Salary) Construct the Database with suitable inline member function for initializing and destroying the data via Constructor, default Constructor, Copy Constructor , destructor.

Use dynamic memory allocation concept while creating and destroying the object of class.

Use static data member concept whenever needed display the Employee info.

OUTPUT:

Employee Name: Shreerang Mhatre Employee Number: 302 Qualification: B. Tech Engineering Address: MIT-WPU Contact Number: +91 123456789 Basic Salary: 5000 DA: 1000 TA: 500 Net Salary: 6500 Employee Name: Aman Singh Employee Number: 401 Qualification: M. Tech Engineering Address: BVP PUNE Contact Number: +91 325689741 Basic Salary: 6000 DA: 1200 TA: 600 Net Salary: 7800 Total Employees: 2





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Code:
#include <iostream>
#include <string>
class Employee {
private:
  static int empCounter;
  std::string empName;
  int empNumber;
  std::string qualification;
  std::string address;
  std::string contactNumber;
  struct Salary {
    double basic;
    double DA;
    double TA;
    double netSalary;
  } salary;
public:
  // Parameterized constructor
  Employee(const std::string& name, int number, const std::string& qual, const std::string& addr,
        const std::string& contact, double basicSalary, double DA, double TA) {
    empName = name;
    empNumber = number;
    qualification = qual;
    address = addr;
    contactNumber = contact;
    salary.basic = basicSalary;
    salary.DA = DA;
    salary.TA = TA;
    salary.netSalary = calculateNetSalary();
    empCounter++;
  }
  // Default constructor
  Employee(): Employee("", 0, "", "", "", 0.0, 0.0, 0.0) {}
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// Copy constructor
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Employee(const Employee& other) {
  empName = other.empName;
  empNumber = other.empNumber;
  qualification = other.qualification;
  address = other.address;
  contactNumber = other.contactNumber;
  salary.basic = other.salary.basic;
  salary.DA = other.salary.DA;
  salary.TA = other.salary.TA;
  salary.netSalary = other.salary.netSalary;
  empCounter++;
}
// Destructor
~Employee() {
  empCounter--;
}
// Calculate the net salary based on basic, DA, and TA
double calculateNetSalary() const {
  return salary.basic + salary.DA + salary.TA;
}
// Display employee information
void displayInfo() const {
  std::cout << "Employee Name: " << empName << std::endl;
  std::cout << "Employee Number: " << empNumber << std::endl;
  std::cout << "Qualification: " << qualification << std::endl;
  std::cout << "Address: " << address << std::endl;
  std::cout << "Contact Number: " << contactNumber << std::endl;
  std::cout << "Basic Salary: " << salary.basic << std::endl;
  std::cout << "DA: " << salary.DA << std::endl;
  std::cout << "TA: " << salary.TA << std::endl;
  std::cout << "Net Salary: " << salary.netSalary << std::endl;
  std::cout << "-----" << std::endl;
}
// Static member function to get the total number of employees
static int getTotalEmployees() {
  return empCounter;
```

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}
                                                 MIT WORLD PEACE
};
// Initialize the static member
int Employee::empCounter = 0;
int main() {
  // Create employee objects using dynamic memory allocation
  Employee* emp1 = new Employee("Shreerang Mhatre", 302, "B.Tech Engineering", "MIT-WPU", "+91
123456789 ", 5000.0, 1000.0, 500.0);
  Employee* emp2 = new Employee("Aman Singh", 401, "M.Tech Engineering", "BVP PUNE", "+91
325689741", 6000.0, 1200.0, 600.0);
  // Display employee information
  emp1->displayInfo();
  emp2->displayInfo();
  // Get the total number of employees
  std::cout << "Total Employees: " << Employee::getTotalEmployees() << std::endl;
  // Clean up memory and release resources
  delete emp1;
```

delete emp2;

return 0;















