

# ASSIGNMENT 2

**TITLE : Employee Information System**

```
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SYBtech2
subject: OOP
ASSIGNMENT 2*/
```

```
#include<iostream>
#include<string>
using namespace std;
```

```
class Employee {
```

```
    private:
```

```
        string empName ;
        int empID ;
        string department ;
        string doj ;
        string empAdress ;
        string number ;
        static int count ;
```

```
    public:
```

```
        inline void show(){
            cout << "\nWelcome to Employee Management System" << endl;
        }
```

```
        //Default constructor
```

```
        Employee(){
            empName = "not known";
            empID = 00;
            department = "-";
            doj = "not known";
            empAdress = "not known";
            number = "not known";
            cout<<"this is default constructor"<<endl;
```

```
        cout<<"_____
_____ "<<endl;
            count++;
```

```
    }
```

```
        //parameterized constructor
```

```
        Employee(string name , int ID , string dept , string date , string
adress , string num){
```

```

        empName = name ;
        empID = ID ;
        department = dept ;
        doj = date ;
        empAdress = adress ;
        number = num ;
        cout<< "this is parameterized constructor"<<endl;

cout<<"
_____"<<endl;
        count++;
    }

    //copy constructor
    Employee (Employee &obj){
        empName = obj.empName;
        empID = obj.empID ;
        department = obj.department;
        doj = obj.doj;
        empAdress = obj.empAdress;
        number = obj.number;
        cout<< "this is copy constructor"<<endl;

cout<<"
_____"<<endl;
        count++;
    }

    //destructor
    ~Employee(){
        cout << "object is deleted" <<endl;

cout<<"
_____"<<endl;
        count--;
    }

    void display(){
        cout << "\nemployee name: " << empName << endl ;
        cout << "\nemployee ID: " << empID << endl ;
        cout << "\nemployee department: " << department << endl ;
        cout << "\nemployee doj: " << doj << endl ;
        cout << "\nemployee empAdress: " << empAdress << endl ;
        cout << "\nemployee number: " << number << endl ;
    }

    static void showcount(){
        cout << "count is: " << count << endl;
    }

};

```

```

int Employee ::count=0;

int main() {

    Employee emp1 ;
    emp1.show();
    emp1.display();

    Employee emp2 ("Siddiq" ,1093 , "CS" , "5 August" , "India"
, "12334");
    emp2.display();

    Employee emp3 (emp2);
    emp3.display();

    Employee* emp4 = new Employee("student", 1093,
"CE", "5 August", "India", "12334");
    emp4->display();

    delete emp4; // free dynamically allocated memory

    Employee::showcount();

    return 0 ;
}

```

OUTPUT:

---

Welcome to Employee Management System

employee name: not known

employee ID: 0

employee department: -

employee doj: not known

employee empAdress: not known

employee number: not known  
this is parameterized constructor

---



---

employee name: Siddiq

employee ID: 1093

employee department: CS

employee doj: 5 August

employee empAdress: India

employee number: 12334  
this is copy constructor

---

employee name: Siddiq

employee ID: 1093

employee department: CS

employee doj: 5 August

employee empAdress: India

employee number: 12334  
this is parameterized constructor

---

employee name: student

employee ID: 1093

employee department: CE

employee doj: 5 August

employee empAdress: India

employee number: 12334  
object is deleted

---

count is: 3  
object is deleted

---

object is deleted

---

object is deleted

---