**Special assignment for revision of constructors & Static**

**Program Description:**

Write a C++ program that includes a Config class to manage language settings for game players. The Config class should support the following features:

1. **Default Language:** If a player doesn't specify a language, the class should automatically set it to a default value and display a message.
2. **Specified Language:** Allow players to choose and set a specific language, with a message confirming the selection.
3. **Copy Language to Static Object:** Implement a copy constructor that allows copying the language setting from the static Config object, which represents the default language setting, to another player. The copied language should always come from this static object, not from any other player.

**Program Requirements:**

1. **Player Count:** Track the number of active players who set their language, excluding the static reference player used only for copying languages. This static object should **not** be counted as a player, so no message should be displayed when it is created.
2. **Static Reference Object:** Use a static Config object as a reference for copying language settings. This static object should not trigger any output message when created and should not be included in the active player count.
3. **Static Function:** Implement a static function in the Config class to display the number of active players, excluding the static reference object.

**Solution**

**#include<iostream>**

**using namespace std;**

**class Config**

**{**

**static string default\_lang;**

**string lang;**

**static int id;**

**public:**

**Config(){**

**++id;**

**lang=default\_lang;**

**cout<<endl;**

**if(id>0)**

**cout<<"As no any input for language, we set default for you, Thank You";}**

**Config(string ll)**

**{ ++id;**

**lang=ll;**

**cout<<endl;**

**cout<<"your selected option is "<<lang<<endl;**

**}**

**Config(Config &cc)**

**{ ++id;**

**lang=cc.lang;**

**cout<<"you clicked on default setting"<<endl;**

**}**

**static void display()**

**{ cout<<endl;**

**cout<<"The number of players joined the game: "<<id;**

**}**

**};**

**string Config:: default\_lang="Hindi";**

**int Config::id=-1;**

**int main()**

**{**

**static Config for\_all;//default setting**

**Config player1;**

**Config player2("Punjabi");**

**Config player3(for\_all);**

**Config::display();**

**}**