

Institute of Computer Technology
B. Tech. Computer Science and Engineering
Sub: ESFP – II
Course Code: 2CSE203

Practical – 9

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Sem - 2

Branch: CS

Class: B

Batch: 25

Objective:

To implement friend class and friend function concept.

Problem Definition-1: Complete the code for the object assigned to you to satisfy following specifications.

Code:

```
#include <iostream>
#include <string>
#include "login.h"
using namespace std;

const int MAX_EMPLOYEES = 100;

class EmployeeManager;
class EmployeeDatabase;

class Employee
{
    friend class EmployeeManager;
    friend class EmployeeDatabase;
    friend void displayEmployee(const Employee &emp);
```

```
private:
    string name;
    int id;
    string department;
    double salary;
    bool isPresent;

public:
    Employee() : isPresent(false) {}
    ~Employee()
    {
        cout << "Destroying employee: " << name << endl;
    }

    void markAttendance(bool present)
    {
        isPresent = present;
        if (!isPresent)
        {
            salary -= 50;
        }
    }

    void resetSalary()
    {
        salary = 0;
    }

    void increaseSalary(double amount)
    {
        salary += amount;
    }
};

class EmployeeManager
{
private:
    Employee employees[MAX_EMPLOYEES];
    int numEmployees;

public:
    EmployeeManager() : numEmployees(0) {}
    ~EmployeeManager()
    {
        cout << "Destroying EmployeeManager..." << endl;
    }

    int getNumEmployees() const
```

```
{
    return numEmployees;
}

const Employee &getEmployee(int index) const
{
    return employees[index];
}

void addEmployee(const string &name, int id, const string &department,
double salary)
{
    if (numEmployees < MAX_EMPLOYEES)
    {
        employees[numEmployees].name = name;
        employees[numEmployees].id = id;
        employees[numEmployees].department = department;
        employees[numEmployees].salary = salary;
        numEmployees++;
    }
    else
    {
        cout << "Maximum number of employees reached." << endl;
    }
}

void markAttendance(int id, bool present)
{
    for (int i = 0; i < numEmployees; ++i)
    {
        if (employees[i].id == id)
        {
            employees[i].markAttendance(present);
            cout << "Attendance marked for employee with ID " << id <<
endl;

            return;
        }
    }
    cout << "Employee not found with ID " << id << endl;
}

void resetSalary(int id)
{
    for (int i = 0; i < numEmployees; ++i)
    {
        if (employees[i].id == id)
        {
            employees[i].resetSalary();
            cout << "Salary reset for employee with ID " << id << endl;
        }
    }
}
```

```
        return;
    }
}
cout << "Employee not found with ID " << id << endl;
}

void increaseSalary(int id, double amount)
{
    for (int i = 0; i < numEmployees; ++i)
    {
        if (employees[i].id == id)
        {
            employees[i].increaseSalary(amount);
            cout << "Salary increased for employee with ID " << id <<
endl;
            return;
        }
    }
    cout << "Employee not found with ID " << id << endl;
}

friend void displayEmployee(const Employee &emp);
};

class EmployeeDatabase
{
    friend class EmployeeManager;

public:
    void displayByCategory(const EmployeeManager &empManager)
    {
        int choice;
        cout << "Display employees by category:" << endl;
        cout << "1. CS" << endl;
        cout << "2. BDA" << endl;
        cout << "3. CBA" << endl;
        cout << "Enter choice: ";
        cin >> choice;

        cout << "Employees:" << endl;
        for (int i = 0; i < empManager.getNumEmployees(); ++i)
        {
            const Employee &employee = empManager.getEmployee(i);
            if (choice == 1 && employee.department == "CS")
            {
                displayEmployee(employee);
            }
            else if (choice == 2 && employee.department == "BDA")
            {
                displayEmployee(employee);
            }
        }
    }
}
```

```
        {
            displayEmployee(employee);
        }
        else if (choice == 3 && employee.department == "CBA")
        {
            displayEmployee(employee);
        }
        else
        {
            cout << "No employees found in this category." << endl;
        }
    }
}

};

void displayEmployee(const Employee &emp)
{
    cout << "Name: " << emp.name << endl;
    cout << "ID: " << emp.id << endl;
    cout << "Department: " << emp.department << endl;
    cout << "Salary: " << emp.salary << endl;
    cout << "Is Present: " << (emp.isPresent ? "Yes" : "No") << endl;
}

int main()
{
    if (!checkLogin())
    {
        return 0;
    }

    EmployeeManager empManager;
    EmployeeDatabase empDatabase;

    int choice;

    do
    {
        cout << "\nEmployee Management System\n";
        cout << "1. Enter Employee Details\n";
        cout << "2. Display All Employees\n";
        cout << "3. Mark Attendance\n";
        cout << "4. Reset Salary\n";
        cout << "5. Increase Salary\n";
        cout << "6. Display Employees by Category\n";
        cout << "7. Exit\n";
        cout << "Enter your choice: ";
        cin >> choice;
```

```
switch (choice)
{
case 1:
{
    string name, department;
    int id;
    double salary;

    cout << "Enter employee name: ";
    cin >> name;
    cout << "Enter employee ID: ";
    cin >> id;
    cout << "Enter employee department: ";
    cin >> department;
    cout << "Enter employee salary: ";
    cin >> salary;

    empManager.addEmployee(name, id, department, salary);
    break;
}
case 2:
{
    cout << "\nEmployee Details:" << endl;
    for (int i = 0; i < empManager.getNumEmployees(); ++i)
    {
        displayEmployee(empManager.getEmployee(i));
        cout << endl;
    }
    break;
}
case 3:
{
    int employeeId;
    bool present;
    cout << "\nEnter employee ID to mark attendance: ";
    cin >> employeeId;
    cout << "Enter 1 for present, 0 for absent: ";
    cin >> present;
    empManager.markAttendance(employeeId, present);
    break;
}
case 4:
{
    int employeeId;
    cout << "\nEnter employee ID to reset salary: ";
    cin >> employeeId;
    empManager.resetSalary(employeeId);
}
```

```
        break;
    }
    case 5:
    {
        int employeeId;
        double amount;
        cout << "\nEnter employee ID to increase salary: ";
        cin >> employeeId;
        cout << "Enter amount to increase: ";
        cin >> amount;
        empManager.increaseSalary(employeeId, amount);
        break;
    }
    case 6:
    {
        empDatabase.displayByCategory(empManager);
        break;
    }
    case 7:
    {
        cout << "Exiting program..." << endl;
        break;
    }
    default:
        cout << "Invalid choice. Please try again." << endl;
    }

} while (choice != 7);

return 0;
}
```

Output:

```
Enter your choice: 1
Enter employee name: test
Enter employee ID: 4321
Enter employee department: BDA
Enter employee salary: 3000
```

```
Employee Management System
1. Enter Employee Details
2. Display All Employees
3. Mark Attendance
4. Reset Salary
5. Increase Salary
6. Display Employees by Category
7. Exit
Enter your choice: 2
```

```
Employee Details:
Name: jaimin
ID: 1234
Department: CS
Salary: 1000
Is Present: No
```

```
Name: test
ID: 4321
Department: BDA
Salary: 3000
Is Present: No
```

```
Enter your choice: 2
```

```
Employee Details:
Name: jaimin
ID: 1234
Department: CS
Salary: 1000
Is Present: Yes
```

```
Name: test
ID: 4321
Department: BDA
Salary: 3000
Is Present: No
```



```
7. Exit
Enter your choice: 5

Enter employee ID to increase salary: 1234
Enter amount to increase: 2000
Salary increased for employee with ID 1234
```

```
Employee Management System
1. Enter Employee Details
2. Display All Employees
3. Mark Attendance
4. Reset Salary
5. Increase Salary
6. Display Employees by Category
7. Exit
Enter your choice: 2
```

```
Employee Details:
Name: jaimin
ID: 1234
Department: CS
Salary: 3000
Is Present: Yes
```

```
5. Increase Salary
6. Display Employees by Category
7. Exit
Enter your choice: 6
Display employees by category:
1. CS
2. BDA
3. CBA
Enter choice: 1
Employees:
Name: jaimin
ID: 1234
Department: CS
Salary: 3000
Is Present: Yes
No employees found in this category.
```

```
Employee Management System
1. Enter Employee Details
2. Display All Employees
3. Mark Attendance
4. Reset Salary
5. Increase Salary
6. Display Employees by Category
7. Exit
Enter your choice: █
```