3. Create a class “Employee” that contains two data members: an employee number (of type int) and an employee compensation (of type float). Write a constructor that allows creation of objects with no, all or limited information. Member function getEmployee() should allow the user to enter employee’s data and a member showRecord() to display the information of the Employee. There should also be a member function setEmployee that allows changes the employee number or his compensation. Create atleast three employees and display their record.

Program#3…

#include<iostream>

using namespace std;

class Employee//class employee

{

private:

int employee\_no;//int datatype employ number

float employee\_compensation;//float employee compensation

public:

void getEmployee1() //data of emplyee 1

{

cout<<"Enter 1st Employee No:";

cin>>employee\_no;

cout<<"Enter 1st Employee Compensation:";

cin>>employee\_compensation;

}

void getEmployee2()//data of emplyee 2

{

cout<<"Enter 2nd Employee No:";

cin>>employee\_no;

cout<<"Enter 2nd Employee Compensation:";

cin>>employee\_compensation;

}

void getEmployee3()//data of emplyee 3

{

cout<<"Enter 3rd Employee No:";

cin>>employee\_no;

cout<<"Enter 3rd Employee Compensation:";

cin>>employee\_compensation;

}

void showRecord()//function for show data of employee

{

cout<<"Employee No:"<<employee\_no<<endl;

cout<<"Employee Compensation:"<<employee\_compensation<<endl;

}

int setEmployee() //function for change data

{

int n;

cout<<"Enter 1 for change 1st Employee data,2 for 2nd Employee data,3 for 3rd Employee data:";

cin>>n;

switch(n)//switch statment

{

case 1:

cout<<"Change 1st Employee No:";

cin>>employee\_no;

cout<<"Change 1st Employee Compensation:";

cin>>employee\_compensation;

break;

case 2:

cout<<"Enter 2nd Employee No:";

cin>>employee\_no;

cout<<"Enter 2nd Employee Compensation:";

cin>>employee\_compensation;

break;

case 3:

cout<<"Enter 3rd Employee No:";

cin>>employee\_no;

cout<<"Enter 3rd Employee Compensation:";

cin>>employee\_compensation;

default:

return 0;

break;

}

}

};//end of class

int main()

{

char c;

Employee c1,c2,c3;//creating object

c1.getEmployee1();//object 1

c2.getEmployee2();//object 2

c3.getEmployee3();//object 1

code\_b5://label of goto

c1.showRecord();//show information

c2.showRecord();//show information

c3.showRecord();//show information

cout<<"Press c for change data or any key to countinue:";

cin>>c;

if(c=='c')//condition for change

{

c1.setEmployee();

goto code\_b5;//goto statment

}

system("pause");

return 0;

}