**In-Class Java Exercise: Employee Payroll System**

**Objective:**

Students will practice defining classes, creating objects, using appropriate data types, following Java naming conventions, applying control structures, and implementing loops.

**Exercise: "Employee Payroll System"**

**Problem Statement:**

You are tasked with designing a simple **Employee Payroll System** in Java. The system should allow users to:

1. Add employees with details such as name, ID, department, salary, and tax rate.
2. Calculate net salary after deducting tax.
3. Display all employees' details.
4. Search for an employee by ID.
5. Update an employee’s salary.
6. Exit the program.

**Requirements:**

1. **Define an Employee class** with the following attributes:
   * id (integer)
   * name (String)
   * department (String)
   * salary (double)
   * taxRate (double, e.g., 10% as 0.10)
2. **Follow proper Java naming conventions** for class names, variable names, and methods.
3. **Follow** appropriate package structure.
4. **Implement a constructor** to initialize the employee attributes.
5. **Write getter and setter methods** for each attribute.
6. **Create a method calculateNetSalary()** that computes the net salary using:

**Net Salary = Salary − ( Salary × Tax Rate )**

1. **Create a PayrollSystem class** that:
   * Implements a **menu-driven system** using a while loop and switch-case to allow users to:
     1. **Add a new employee**
     2. **View all employees**
     3. **Search for an employee by ID**
     4. **Update an employee’s salary**
     5. **Exit the program**