Q6. Create a class called Employee with id, name, designation, salary as the data members.

Write the following methods/constructors with the main function.

a. Default constructor to initialize the values for manager (employee)

b. Parameterized constructor to initialize the values of employees with other

designations.

c. A display\_detail function to display details of the employee.

d. Usage of destructor.

Source code :

class Employee { private: int id;

string name, desg;

float salary;

public: Employee() {

id = 0;name = "";

desg= ""; salary = 0.0f;}

Employee(int id, string name, string desg, float salary) {

this->id = id; this->name = name;

this->desg = desg; this->salary = salary;}

void dispDetails() {

cout<< "Emplyee ID:" << id <<endl;

cout<< "Emplyee Name:" << name <<endl;

cout<< "Designation:" <<desg<<endl;

cout<< "Salary:" << salary <<endl;}

~Employee() {

cout<< "Employee object destroyed" <<endl;}};

int main() {Employee e(1010, "SRM", "Professor",34650.50f);

e.dispDetails();

return 0;}

**OUTPUT:**

**Emplyee ID:1010**

**Emplyee Name:SRM**

**Designation:Professor**

**Salary:34650.5**

**Employee object destroyed**