Note:

- 1. This assignment is designed to practice static fields, static initializers, and static methods.
- 2. Understand the problem statement and use static and non-static wisely to solve the problem.
- 3. Use constructors, proper getter/setter methods, and toString() wherever required.
- 1. Design and implement a class named InstanceCounter to track and count the number of instances created from this class.

```
package in. Assignment 5;
public class Counter {
               private static int instanceCount = 0;
               public Counter() {
                       instanceCount++;
               }
               public static int getinstanceCount() {
                       return instanceCount;
               }
                @Override
               public String toString() {
                       return "Total instances created: " + instanceCount;
package in.Assignment5;
public class InstanceCounter {
  public static void main(String[] args) {
    Counter <u>obj1</u> = new Counter();
    Counter obj2 = new Counter();
    Counter <u>obj3</u> = new Counter();
    Counter <u>obj4</u> = new Counter();
    Counter <u>obj5</u> = new Counter();
    Counter <u>obj6</u> = new Counter();
    Counter <u>obj7</u> = new Counter();
```

```
Counter <u>obj8</u> = new Counter();

System.out.println("Instances: " + Counter.getinstanceCount());
}
```

```
### package in Assignments

### public class InstanceCounter {

##
```

2. Design and implement a class named Logger to manage logging messages for an application. The class should be implemented as a singleton to ensure that only one instance of the Logger exists throughout the application.

The class should include the following methods:

- getInstance(): Returns the unique instance of the Logger class.
- log(String message): Adds a log message to the logger.
- getLog(): Returns the current log messages as a string.
- clearLog(): Clears all log messages.

```
package in.Assignment;
public class Logger {
    private static Logger loggerInstance = null;
    private String logMessages;
    private Logger() {
        logMessages = "";
    }
    public static Logger getInstance() {
        if (loggerInstance == null) {
            loggerInstance = new Logger();
        }
}
```

```
return loggerInstance;
  }
  public void log(String message) {
    logMessages += message + "\n";
  }
  public String getLog() {
    return logMessages;
  }
  public void clearLog() {
    logMessages = "";
  }
  @Override
  public String toString() {
    return "Logger: " + getLog();
  }
}
package in. Assignment;
public class Program {
         public static void main(String[] args) {
            Logger logger = Logger.getInstance();
            logger.log("Application started.");
            logger.log("User logged in.");
            logger.log("Error: Database connection failed.");
            System.out.println("Current Log: ");
            System.out.println(logger.getLog());
            logger.clearLog();
            System.out.println("Log after clearing: ");
            System.out.println(logger.getLog());
         }
       }
```

3. Design and implement a class named Employee to manage employee data for a company. The class should include fields to keep track of the total number of employees and the total salary expense, as well as individual employee details such as their ID, name, and salary.

The class should have methods to:

- Retrieve the total number of employees (getTotalEmployees ())
- Apply a percentage raise to the salary of all employees (applyRaise (double percentage))
- Calculate the total salary expense, including any raises (calculateTotalSalaryExpense())
- Update the salary of an individual employee (updateSalary (double newSalary))

Understand the problem statement and use static and non-static fields and methods appropriately. Implement static and non-static initializers, constructors, getter and setter methods, and a tostring() method to handle the initialization and representation of employee data.

Write a menu-driven program in the main method to test the functionalities.

```
package in.Example;
public class Employee {
    private static int totalEmployees = 0;
    private static double totalSalaryExpense = 0.0;
```

```
int id;
private String name;
private double salary;
public Employee(int id, String name, double salary) {
  this.id = id;
  this.name = name;
  this.salary = salary;
  totalEmployees++;
  totalSalaryExpense += salary;
}
public static int getTotalEmployees() {
  return totalEmployees;
}
public static double calculateTotalSalaryExpense()
  return totalSalaryExpense;
}
public static void applyRaise(double percentage) {
  totalSalaryExpense += totalSalaryExpense * (percentage / 100);
}
public void updateSalary(double newSalary) {
  totalSalaryExpense -= this.salary;
  this.salary = newSalary;
  totalSalaryExpense += this.salary;
}
public String getName() {
  return name;
public void setName(String name) {
  this.name = name;
public double getSalary() {
  return salary;
}
public void setSalary(double salary) {
  this.salary = salary;
```

```
@Override
public String toString() {
   return "Employee ID: " + id + ", Name: " + name + ", Salary: ₹" + salary;
}
```

}

}

```
## Program (5) [Java Application (C\Users\Shreya\pi_Doo\pi_plug

## Menu:
1. Add Employee
2. Apply Raise to All Employees
3. Update Individual Employees Salary
4. Display Total Employees
5. System.out.println("Raise applied to all employees.");
5. Display Total Employees
6. Exit
5. Enter Employee All Employees
7. Display Total Employees
8. Enter Employee Name: Shreya Lale
6. Exit
6. Exit
7. Enter Employee Name: Shreya Lale
8. Enter Employee Salary: ** Title0808
8. System.out.print("Enter Employee ID to update salary: ** Enter Employee Salary: ** Title0808
8. System.out.print("Enter Employee ID to update salary: ** Enter Employee Salary: ** Title0808
8. System.out.print("Inter Employee ID to update salary: ** Employee added successfully!

### Menu:
1. Add Employees
6. Exit
                                                                        > mi JRE System Library (JavaSE-22)

## src

## in.Assignment
                                                                                                              in Assignment

Deggerjava
Program,java
In Assignment5
Counter,java
InstanceCounter,java
InstanceCounter,java
Employee,java
Program,java
                                                                                                   ## program.java
## org.Assignment4
## Days ## 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          System.out.println("Total Employees: " + Employee.getTobreak;
```