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/*Name:shruti deshmukh
// PRN : B24CE1069
// Assignment No. 2: Employee Information System
// Develop a program in C++ to create a database of an employee information system
containing the following fields:
Name, employee ID, Department, Date of Joining, Contact address ,Telephone number
etc. Construct the database with suitable member functions to accept and print
employee details. Make use of constructor types, destructor, static members, inline
function and dynamic memory allocation using operators-new and delete.*/

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PROGRAM:

```

#include<iostream>
using namespace std;
class employee
{
    private:
        string name;
        long int emp_id;
        string dept;
        string date_of_Join;
        string address;
        long int telephone;
        static int count;

    public:
        inline void title(); //Inline function
        employee(); //Default Constructor
        employee(string n, long int id, string dep, string date, string add, int tele);

        //Parameterized Construtor
        employee(employee &obj); //Copy Constructor
        void display();
        void display2();
        ~employee();
        static void displayCount();
};

int employee :: count = 0;

```

```
employee :: employee()
{
    string pranali,pune,HR;
    count++;
    cout << "Default Constructor Called";
    name = pranali;
    emp_id = 548;
    dept=HR;
    date_of_Join = 13/03/2025;
    address = pune;
    telephone = 12345678;
}
```

```
void employee :: title()
{
    cout << "\nWelcome to Employee System: \n";
}
```

```
employee :: employee(string n, long int id, string dep, string date, string add, int tele)
{
    cout << "\nParameterized Constructor Called";
    name = n;
    emp_id = id;
    dept = dep;
    date_of_Join = date;
    address = add;
    telephone = tele;
    count++;
}
void employee :: display()
{
    cout << "\nName of the employee: " << name;
    cout << "\nEmployee ID : " << emp_id;
    cout << "\nDepartment of the employee: " << dept;
    cout << "\nDate of Joining : " << date_of_Join;
    cout << "\nAddress of employee: " << address; cout <<
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"\nTelephone no. of employee : " << telephone; }

employee :: employee(employee &obj)
{
    name = obj.name;
    emp_id = obj.emp_id;
    dept= obj.dept;
    date_of_Join = obj.date_of_Join;
    address = obj.address;
    telephone = obj.telephone;
    count++;
}

void employee :: display2()
{
    cout << "\nCopy constructor Called";
}

employee :: ~employee()
{
    cout << "\nDestructor is called!";
    count--;
}

void employee :: displayCount()
{
    cout << "\nCount : " << count;
}

int main()
{
    employee obj1;
    obj1.title();
    string n;
    long int id;
    string dep;
    string date;
    string add;
    int tele;
```

```
cout << "Enter Name of the employee: ";
cin >> n;
cout << "Enter employee ID: ";
cin >> id;
cout << "Enter Department: ";
cin >> dep;
cout << "Enter date of joining: ";
cin >> date;
cout << "Enter Address of the employee: ";
cin >> add;
cout << "Enter telephone no. of the employee: ";
cin >> tele;
employee obj2(n,id,dep,date,add,tele);
obj2.display();
employee obj3 = obj2;
obj3.display2();
employee *ptr = new employee(n,id,dep,date,add,tele); //Pointer ptr
-> display();
employee :: displayCount();
delete ptr;
return 0;
}
```

OUTPUT:

Output

```
Default Constructor Called
Welcome to Employee System:
Enter Name of the employee: Pranali
Enter employee ID: 1067
Enter Department: HR
Enter date of joining: 12/03/2025
Enter Address of the employee: karvenagar
Enter telephone no. of the employee: 145678
```

```
Parameterized Constructor Called
Name of the employee: Pranali
Employee ID : 1067
Department of the employee: HR
Date of Joining : 12/03/2025
Address of employee: karvenagar
Telephone no. of employee : 145678
Copy constructor Called
Parameterized Constructor Called
Name of the employee: Pranali
Employee ID : 1067
Department of the employee: HR
Date of Joining : 12/03/2025
Address of employee: karvenagar
Telephone no. of employee : 145678
```

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Count : 4
Destructor is called!
Destructor is called!
Destructor is called!
Destructor is called!
```