

Write a Java program that defines an `Employee` class to represent an employee in a company. The class should include:

1. **Static Variable:** A `String` variable `companyName` initialized to "Tech Solutions" and an `int` variable `employeeCount` to keep track of the total number of employees.
2. **Instance Variables:** An `id` (integer) and `name` (string) for each employee.
3. **Static Block:** A block that displays a welcome message for the company, e.g., "Welcome to Tech Solutions", when the class is first loaded.
4. **Constructor Overloading:**
 - o A constructor that initializes `id` and `name` for each employee and increments `employeeCount`.
 - o An overloaded constructor that initializes only `id`, with `name` defaulted to "Unknown".
5. **Instance Method:** `displayInfo()` to print the `id`, `name`, and `companyName` of the employee.
6. **Static Method:** `displayEmployeeCount()` to print the total number of employees.

In the `main` method, create three `Employee` objects (two with both `id` and `name`, and one using the overloaded constructor). Call `displayInfo()` for each employee and `displayEmployeeCount()` to show the total number of employees.

Write a Java program with a `Stud` class that has:

1. Instance variables `rollno` and `name`.
2. A static variable `college` initialized to "soa", shared by all students.
3. A static variable `count` that increments each time a new `Stud` object is created.

The class should include:

- A constructor to initialize `rollno` and `name`, and increment `count`.
- A `printinfo` method to display `name`, `rollno`, and `college`.
- A `Count` method to display the total number of `Stud` objects created.

In the `main` method, create three `Stud` instances, call `printinfo` on each, and display the total count using `Count`.