

Design and implement a **C++ program** to simulate a **Course Admission Application System** for a college.

The system should allow applicants to submit applications for different courses and enable the admission office to review and display applicant details.

System Requirements

1. Class Design

- Create a class named `AdmissionApplication` to store and manage applicant details.

2. Applicant Data

Each application should store the following information:

- Applicant Name
- Application ID
- Course Name
- Marks obtained
- Category (FULLTIME / PARTTIME)
- Admission Status (Applied / Eligible / Not Eligible)

3. Objects and Object Interaction

- Create multiple objects of the class to represent different applicants.
- Pass **objects as arguments** to functions that evaluate eligibility or compare applicants.

4. Default Arguments

- Use **default arguments** in a function to assign a default category (e.g., “FULLTIME”) if not provided by the applicant.

5. Function Overloading

- Overload a function named `calculateEligibility()`:
 - One version checks eligibility based only on marks.
 - Another version checks eligibility based on marks and category (Full time - marks ≥ 90 ; Part time - marks ≥ 75).

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6. Static Data Members

- Use a **static data member** to keep track of the **total number of admission applications received**.
- Display this count whenever an application is submitted by a static function

7. Friend Function

- Implement a **friend function** that can access private data members of the class to:
 - Compare two applicants and display who has higher marks.

8. Member Functions

- Input applicant details.
- Display individual application details.
- Update admission status based on eligibility rules.

9. Program Execution

- The program should be menu-driven, allowing the user to:
 - Submit a new application
 - Display application details
 - Check eligibility
 - View total number of applications received
- The Test Routine must demonstrate the use of:
 - Class and Objects
 - Default arguments
 - Function overloading
 - Passing objects as arguments
 - Static data members
 - Friend functions