//TO CREATE A SALARY SLIP OF AN EMPLOYEE USING STRUCTURE

#include <stdio.h>

struct Student

{

char name[50];

int marks[5];

};

void computeInternalMarks(struct Student \*student)

{

int i;

printf("Enter student name: ");

scanf("%s", student->name);

printf("Enter marks for each subject:\n");

for (i = 0; i < 5; i++) {

printf("Subject %d: ", i + 1);

scanf("%d", &(student->marks[i]));

}

}

void displayInternalMarks(struct Student student)

{

int i;

printf("Student name: %s\n", student.name);

printf("Internal Marks:\n");

for (i = 0; i < 5; i++)

{

printf("Subject %d: %d\n", i + 1, student.marks[i]);

}

}

int main()

{

struct Student student;

computeInternalMarks(&student);

printf("\n");

displayInternalMarks(student);

return 0;

}

OUTPUT:

Employee ID: 12345

Name: Jeyashree

Salary: $50000.00