Q11. Create a structure called Employee that includes three fields - a first name (type String), a last name (type String) and a monthly salary (double). Write functions to initialize the fields, print them and modify the values in the given object. Example methods:

 void emp\_init(struct emp\* e);

 void set\_salary(struct emp \*e, double sal);

 void emp\_display(struct emp \*e);

Write the test code in the main(). Create two emp objects and display each object’s yearly salary. Then give each Employee a 10% raise and display each Employee’s yearly salary again.

#include <stdio.h>

#include <string.h>

// Define the Employee structure

struct emp {

char firstName[50];

char lastName[50];

double monthlySalary;

};

// Function to initialize an Employee's details

void emp\_init(struct emp \*e, const char \*first, const char \*last, double sal) {

strcpy(e->firstName, first);

strcpy(e->lastName, last);

e->monthlySalary = sal;

}

// Function to set the salary of an Employee

void set\_salary(struct emp \*e, double sal) {

e->monthlySalary = sal;

}

// Function to display Employee details

void emp\_display(struct emp \*e) {

printf("Employee: %s %s\n", e->firstName, e->lastName);

printf("Monthly Salary: $%.2f\n", e->monthlySalary);

printf("Yearly Salary: $%.2f\n\n", e->monthlySalary \* 12);

}

// Function to give a 10% raise to the Employee

void give\_raise(struct emp \*e) {

e->monthlySalary \*= 1.10; // Increase the salary by 10%

}

int main() {

struct emp emp1, emp2;

// Initialize the Employee objects

emp\_init(&emp1, "John", "Doe", 3000.00);

emp\_init(&emp2, "Jane", "Smith", 3500.00);

// Display initial details

printf("Initial details:\n");

emp\_display(&emp1);

emp\_display(&emp2);

// Give each Employee a 10% raise

give\_raise(&emp1);

give\_raise(&emp2);

// Display updated details

printf("After 10%% raise:\n");

emp\_display(&emp1);

emp\_display(&emp2);

return 0;

}