Q1

```
#include<stdio.h>
#include<string.h>

 struct Student
{
   int rollno;
   char name[10];
   int marks;
};

int main(){
   struct Student s1,s2;

   s1.rollno=10;
   strcpy(s1.name,"Ajit");
   s1.marks=95;

   printf("Rollno = %d \nName = %s \nMarks = %d",s1.rollno,s1.name,s1.marks);

   printf("\nEnter student roll number :");
   scanf("%d",&s2.rollno);

   printf("Enter student Name :");
   scanf("%s",&s2.name);

   printf("Enter student marks :");
   scanf("%d",&s2.marks);

   printf("Rollno = %d \nName = %s \nMarks = %d",s2.rollno,s2.name,s2.marks);
   return 0;

}
```

Q2

```
#include<stdio.h>
#include<string.h>

struct Employee {
   int id;
   char name[20];
   float salary;
};

int main() {
   struct Employee e1, e2;

   e1.id = 101;
   strcpy(e1.name, "John");
   e1.salary = 50000;

   printf("ID = %d \nName = %s \nSalary = %.2f", e1.id, e1.name, e1.salary);

   printf("\nEnter employee ID: ");
   scanf("%d", &e2.id);

   printf("Enter employee name: ");
   scanf("%s", e2.name);

   printf("Enter employee salary: ");
   scanf("%f", &e2.salary);

   printf("ID = %d \nName = %s \nSalary = %.2f", e2.id, e2.name, e2.salary);
   return 0;
}
```

Q3

```
#include<stdio.h>
#include<string.h>

struct Admin {
   int id;
   char name[20];
   float salary;
   float allowance;
};

int main() {
   struct Admin a1, a2;
   a1.id = 201;
   strcpy(a1.name, "David");
   a1.salary = 60000;
   a1.allowance = 5000;
   printf("ID = %d \nName = %s \nSalary = %.2f \nAllowance = %.2f", a1.id, a1.name, a1.salary,
a1.allowance);
   printf("\nEnter admin ID: ");
   scanf("%d", &a2.id);
   printf("Enter admin name: ");
   scanf("%s", a2.name);

   printf("Enter admin salary: ");
   scanf("%f", &a2.salary);

   printf("Enter admin allowance: ");
   scanf("%f", &a2.allowance);

   printf("ID = %d \nName = %s \nSalary = %.2f \nAllowance = %.2f", a2.id, a2.name, a2.salary,
a2.allowance);
   return 0;
}
```

Q4

```
#include<stdio.h>
#include<string.h>

struct HR {
   int id;
   char name[20];
   float salary;
   float commission;
};

int main() {
   struct HR h1, h2;

   h1.id = 301;
   strcpy(h1.name, "Sara");
   h1.salary = 55000;
   h1.commission = 2000;
   printf("ID = %d \nName = %s \nSalary = %.2f \nCommission = %.2f", h1.id, h1.name, h1.salary,
h1.commission);
   printf("\nEnter HR ID: ");
   scanf("%d", &h2.id);
   printf("Enter HR name: ");
   scanf("%s", h2.name);
   printf("Enter HR salary: ");
   scanf("%f", &h2.salary);
   printf("Enter HR commission: ");
   scanf("%f", &h2.commission);

   printf("ID = %d \nName = %s \nSalary = %.2f \nCommission = %.2f", h2.id, h2.name, h2.salary,
h2.commission);
   return 0;
}
```

Q5

```
#include<stdio.h>
#include<string.h>

struct SalesManager {
   int id;
   char name[20];
   float salary;
   float incentive;
   int target;
};

int main() {
   struct SalesManager sm1, sm2;

   sm1.id = 401;
   strcpy(sm1.name, "Mike");
   sm1.salary = 62000;
   sm1.incentive = 3000;
   sm1.target = 50;

   printf("ID = %d \nName = %s \nSalary = %.2f \nIncentive = %.2f \nTarget = %d", sm1.id, sm1.name,
sm1.salary, sm1.incentive, sm1.target);

   printf("\nEnter sales manager ID: ");
   scanf("%d", &sm2.id);

   printf("Enter sales manager name: ");
   scanf("%s", sm2.name);

   printf("Enter sales manager salary: ");
   scanf("%f", &sm2.salary);
```

```
    printf("Enter sales manager incentive: ");
    scanf("%f", &sm2.incentive);

    printf("Enter sales manager target: ");
    scanf("%d", &sm2.target);

    printf("ID = %d \nName = %s \nSalary = %.2f \nIncentive = %.2f \nTarget = %d", sm2.id, sm2.name,
sm2.salary, sm2.incentive, sm2.target);
    return 0;
}
```

Q6

```
#include<stdio.h>

struct Date {
    int date;
    int month;
    int year;
};

int main() {
    struct Date d1;

    printf("Enter date (DD MM YYYY): ");
    scanf("%d %d %d", &d1.date, &d1.month, &d1.year);

    printf("Date: %02d/%02d/%d", d1.date, d1.month, d1.year);

    return 0;
}
```

Q7

```
#include<stdio.h>

struct Time {
   int hour;
   int min;
   int sec;
};

int main() {
   struct Time t1;

   printf("Enter time (HH MM SS): ");
   scanf("%d %d %d", &t1.hour, &t1.min, &t1.sec);

   printf("Time: %02d:%02d:%02d", t1.hour, t1.min, t1.sec);

   return 0;
}
```

Q8

```
#include<stdio.h>

struct Distance {
   int feet;
   int inch;
};

int main() {
   struct Distance d1;

   printf("Enter distance (feet inch): ");
```

```
    scanf("%d %d", &d1.feet, &d1.inch);

    printf("Distance: %d feet %d inches", d1.feet, d1.inch);

    return 0;
}
```

Q9

```
#include<stdio.h>

struct Complex {
    float real;
    float imaginary;
};

int main() {
    struct Complex c1;

    printf("Enter complex number (real imaginary): ");
    scanf("%f %f", &c1.real, &c1.imaginary);

    printf("Complex Number: %.2f + %.2fi", c1.real, c1.imaginary);

    return 0;
}
```

Q10

```
#include<stdio.h>
#include<string.h>

struct Product {
    int id;
```

```
    char name[20];
    int quantity;
    float price;
};

int main() {
    struct Product p1;

    printf("Enter product ID: ");
    scanf("%d", &p1.id);

    printf("Enter product name: ");
    scanf("%s", p1.name);

    printf("Enter quantity: ");
    scanf("%d", &p1.quantity);

    printf("Enter price: ");
    scanf("%f", &p1.price);

    printf("ID = %d \nName = %s \nQuantity = %d \nPrice = %.2f", p1.id, p1.name, p1.quantity,
p1.price);

    return 0;
}
```