#include <stdio.h>

#include <string.h>

enum designation {

accountant,

clerk

};

struct employee {

int employeeid;

char employeename[50];

enum designation emp\_designation;

float employeesalary;

char dateofjoining[11];

int yearsofexperience;

};

float calculateAccountantBonus(float employeesalary, int yearsofexperience)

{

if (yearsofexperience > 5)

{

return 0.10 \* employeesalary;

} else if (yearsofexperience >= 3)

{

return 0.05 \* employeesalary;

} else

{

return 0.02 \* employeesalary;

}

}

float calculateClerkBonus(float employeesalary, int yearsofexperience)

{

if (yearsofexperience > 5)

{

return 0.15 \* employeesalary;

}

else if (yearsofexperience >= 3)

{

return 0.10 \* employeesalary;

} else

{

return 0.05 \* employeesalary;

}

}

int main() {

struct employee e[10];

int i;

for (i = 0; i < 10; i++)

{

printf("Enter the employee ID:");

scanf("%d", &e[i].employeeid);

printf("Enter the employee name:");

scanf("%s", e[i].employeename);

printf("Enter the employee salary:");

scanf("%f", &e[i].employeesalary);

printf("Enter the date of joining (YYYY-MM-DD):");

scanf("%s", e[i].dateofjoining);

printf("Enter the employee experience:");

scanf("%d", &e[i].yearsofexperience);

printf("Enter the employee designation (0 for accountant, 1 for clerk):");

int desig;

scanf("%d", &desig);

e[i].emp\_designation = (enum designation)desig;

float bonus;

if (e[i].emp\_designation == accountant)

{

bonus = calculateAccountantBonus(e[i].employeesalary, e[i].yearsofexperience);

}

else

{

bonus = calculateClerkBonus(e[i].employeesalary, e[i].yearsofexperience);

}

printf("Employee ID: %d, Name: %s, Salary: %.2f, Date of Joining: %s, Experience: %d years, Designation: %s, Bonus: %.2f\n",

e[i].employeeid, e[i].employeename, e[i].employeesalary, e[i].dateofjoining, e[i].yearsofexperience,

e[i].emp\_designation == accountant ? "Accountant" : "Clerk", bonus);

}

return 0;

}