```cpp
#include using namespace std; struct Employee{ int id; //string name; //string department;
double basic; double net; }; int main(){ Employee e; //variable or instance of Employee
cout<<"Enter Employee ID"<>e.id; /* cout<<"Enter Employee name"<>e.name; cout<<"Enter
Employee department"<>e.department; */ cout<<"Enter Employee basic salary"<>e.basic;
cout<<"Employee data is stored at :"<<&e<
```