

```

struct namerec{
    char last[15];
    char first[15];
    char middle[15];
};

struct payrecord{
    int id;
    struct namerec name;
    float hours, rate;
    float regular, overtime;
    float gross, tax_withheld, net;
};

```

Given the above declaration, let payroll data record be stored in a structure called payrecord. Also define a type called payrecord for the structure data type that houses a payroll data record:

```
typedef struct payrecord payrecord;
```

This program reads data, computes payroll and prints it. Each data record is a structure, and the payroll is an array of structures. Overtime hours are 150% of the rate. (Note: Maximum regular hours for the week is 40.) Tax is withheld 15% if weekly pay is below 500, 28% if pay is below 1000, and 33% otherwise. A summary report prints the total gross pay and tax withheld.

The following are the function prototypes:

```

void readName(payrecord payroll[], int i);
    - reads a single name.
void printName(payrecord payroll[], int i);
    - prints a single name.
void printSummary(double gross, double tax);
    - prints total tax gross pay and total tax withheld.
void readRecords(payrecord payroll[], int n);
    - reads payroll input data records until n records have been read.
void printRecords(payrecord payroll[], int n);
    - prints n payroll records.
double calcRecords(payrecord payroll[], int n, double *taxptr);
    - computes regular and overtime pay, and the tax to be withheld.
    - also cumulatively sums total gross pay and total tax withheld.
    - passes the address of tax initialized to 0 and returns the gross.

```