Structure Basics assignments

Mandatory

1. WAP to define read and store the following details together in a structure and display the structure details

```
display the structure details

name – char* [input could of maximum length 50 char]

age – uint

designation – enum [use the enum values used in enum exercise]

void read (EMP *emp)

void display (EMP emp);

Implement additional function below.

//read and update the employee record

int update(EMP *emp);

//copy the emp to a new employee and return

EMP copy(EMP emp);
```

2. Extend the above program and create and initialize an array of 3 structures. Reuse the read() and display() functions to read, initialize and display structures

```
user72@trainux01: ~/Assignments
   2 #include
3 #include
   3 #include <string.h>
4 #define MAX_NAME_LENGTH 50
5 enum designation {
   6 MANAGER,
7 ENGINEER,
8 CLERK,
            HR,
SALES
void read(struct employee 'emp', {
   int choice;
   printf("Enter name (max 50 characters): ");
   fgets(emp->name, MAX_NAME_LENGTH, stdin);
   emp->name[strcspn(emp->name, "\n")] = 0;
   printf("Enter age: ");
   scanf("%u", &emp->age);
   getchar();
   printf("Enter job title (0: Manager, 1: Engineer, 2: Clerk, 3: HR, 4: Sales): ");
   printf("Enter heige);
              emp->job_title = (enum designation)choice;
                     break;
case ENGINEER:
    printf("Designation: Engineer\n");
```

```
default:
    printf("Designation: Unknown\n");

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printf("Designation: Unknown\n");

printf("Enter new name (max 50 characters): ");

fgets(emp->name, MAX_NAME_LENGTH, stdin);

emp->name[strcspn(emp->name, \n")] = 0;

printf("Enter new age: ");

scanf("%", demp->age);

int choice;

printf("Enter new job title (0: Manager, 1: Engineer, 2: Clerk, 3: HR, 4: Sales): ");

scanf("%", achoice);

setchar();

emp->job_title = (enum designation)choice;

return 1;

struct employee copy(struct employee emp) {

struct employee (enum, name, emp.name);

new emp.age = emp.age;

new emp.age = emp.age;

new emp.age = emp.age;

new emp.age bitle = emp.job_title;

return new_emp;

for (int i = 0; i < 3; i++) {

printf("\nEnter details for Employee %d:\n", i + 1);

read(&employees[i]);

display(employees[i]);

struct employees (Displayee option);

struct employees (Displayee option);

struct employees (Displayee option);

struct employees (Displayee);

printf("\nDystag Employee 2 details:\n");

struct employees (Displayee);

struct employee copied emp = copy(employees[1]);

display(copied_emp);

return (;

printf("\nDystag Employee 2 details:\n");

struct employees (Displayees (Displayee));

struct employees (Displayees (Displayee);

struct employees (Displayees);

return (;

printf("\nDystag Employees 2 details:\n");

struct employees (Displayees);

struct (Di
```

```
Enter details for Employee 1:
Enter name (max 50 characters): Chaithra
Enter age: 22
Enter job title (0: Manager, 1: Engineer, 2: Clerk, 3: HR, 4: Sales): 2
Employee Details:
Name: Chaithra
Age: 22
Designation: Clerk
Enter details for Employee 2:
Enter name (max 50 characters): ash
Enter age: 25
Enter job title (0: Manager, 1: Engineer, 2: Clerk, 3: HR, 4: Sales): 0
Employee Details:
Name: ash
Age: 25
Designation: Manager
Enter details for Employee 3:
Enter name (max 50 characters): Nayana
Enter age: 24
Enter job title (0: Manager, 1: Engineer, 2: Clerk, 3: HR, 4: Sales): 1
Employee Details:
Name: Nayana
Age: 24
Designation: Engineer
Updating Employee 1 details: Update employee details:
Enter new name (max 50 characters): Sam Enter new age: 22
Employee Details:
Name: Sam
Age: 22
Designation: HR
Copying Employee 2 details:
Employee Details:
Name: ash
Age: 25
```