1. Student (rollNo, name, marks)

```
#include<stdio.h>


struct student
{
	int rollno;
	char name[20];
	int marks;
};
int main()
{
	struct student student[5];

	for(int i=0;i<5;i++)
	{
		printf("Enter the details of student: %d\n",i+1);
		scanf("%s",student[i].name);
		scanf("%d",&student[i].rollno);
		scanf("%d",&student[i].marks);
	}
	printf("Student Details");
	for(int i=0;i<5;i++)
	{
		printf("\n %s \n %d \n %d",student[i].name, student[i].rollno,
student[i].marks);
	}
	return 0;
}
```

2. Employee (id, name, salary)

```
#include<stdio.h>

struct Employee
{
	int id;
	char name[20];
	int salary;
};
int main()
{
	struct Employee employee[5];

	for(int i=0;i<5;i++)
	{
		printf("Enter the employee details: %d\n",i+1);
		scanf("%s",employee[i].name);
```

```
		scanf("%d",&employee[i].id);
		scanf("%d",&employee[i].salary);
	}
	printf("Employee details: ");
	for(int i=0;i<5;i++)
	{
		printf("\n %s \n %d \n
%d",employee[i].name,employee[i].id,employee[i].salary);
	}
	return 0;

}
```

3. Admin (id, name, salary, allowance)

```
#include <stdio.h>

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

void store(struct admin admins[])
{
	for (int i = 0; i < 3; i++)
	{
		printf("Enter the details of admin: %d\n", i + 1);
		printf("Enter the id: ");
		scanf("%d", &admins[i].id);
		printf("Enter the name: ");
		scanf("%s", admins[i].name);
		printf("Enter the salary: ");
		scanf("%f", &admins[i].salary);
		printf("Enter the allowance: ");
		scanf("%f", &admins[i].allowance);
	}
}

void display(struct admin admins[])
{
	for (int i = 0; i < 3; i++)
	{
		printf("\n Details of admin %d:", i + 1);
		printf("ID: %d\n", admins[i].id);
		printf("Name: %s\n", admins[i].name);
```

```
            printf("Salary: %f\n", admins[i].salary);
            printf("Allowance: %f\n", admins[i].allowance);
        }
}

int main() {
        struct admin admins[3];
        store(admins, 3);
        display(admins, 3);
        return 0;
}
```

4. HR (id, name, salary, commission)

```
#include<stdio.h>

struct HR
{
        int id;
        char name[20];
        float salary;
        float commission;
};
HR storeHr()
{
        HR r;
        printf("Enter the details: ");
        scanf("%d",&r.id);
        scanf("%s",r.name);
        scanf("%f",&r.salary);
        scanf("%f",&r.commission);
        return r;
}
void display(HR r1)
{
        printf("Id: %d\n",r1.id);
        printf("Name: %s\n",r1.name);
        printf("Salary: %f\n",r1.salary);
        printf("Commission: %f\n", r1.commission);
}
int main()
{
        HR h1,h2,h3;

        h1=storeHr();
        display(h1);
```

```
	h2=storeHr();
	display(h2);

	h3=storeHr();
	display(h3);
}
```

5. SalesManager (id, name, salary, incentive, target)

```
#include<stdio.h>

struct SalesManager
{
	int id;
	char name[20];
	float salary;
	float incentive;
	float target;
};
SalesManager storeSM()
{
	SalesManager sm;
	printf("Enter the details: ");
	scanf("%d",&sm.id);
	scanf("%s",sm.name);
	scanf("%f",&sm.salary);
	scanf("%f",&sm.incentive);
	scanf("%f",&sm.target);
	return sm;
}
void display(SalesManager r1)
{
	printf("Id: %d\n",r1.id);
	printf("Name: %s\n",r1.name);
	printf("Salary: %f\n",r1.salary);
	printf("Incentive: %f\n",r1.incentive);
	printf("Target: %f\n",r1.target);
}
int main()
{
	SalesManager h1,h2,h3;

	h1=storeSM();
	display(h1);

	h2=storeSM();
	display(h2);
```

```
	h3=storeSM();
	display(h3);
}
```

6. Date (date, month, year)

```
#include<stdio.h>

struct Date
{
	int date;
	int month;
	int year;
};
Date storeDate()
{
	Date d;
	printf("\nEnter the details: ");
	scanf("%d",&d.date);
	scanf("%d",&d.month);
	scanf("%d",&d.year);
	return d;
}
void display(Date r1)
{
	printf("Date: %d/%d/%d",r1.date,r1.month,r1.year);
}
int main()
{
	Date h1,h2,h3;

	h1=storeDate();
	display(h1);

	h2=storeDate();
	display(h2);

	h3=storeDate();
	display(h3);
}
```

7. Time (hour, min, sec)

```
#include<stdio.h>

struct Time
```

```
{
	int hour;
	int Minute;
	int Second;
};
Time storeTime()
{
	Time t;
	printf("\nEnter the details: ");
	scanf("%d",&t.hour);
	scanf("%d",&t.Minute);
	scanf("%d",&t.Second);
	if(t.hour > 24||t.Minute > 60||t.Second > 60)
	{
		printf("Error! Invalid Input");
	}
	return t;
}
void display(Time t1)
{
	printf("Time: %d:%d:%d",t1.hour,t1.Minute,t1.Second);
}
int main()
{
	Time h1,h2,h3;

	h1=storeTime();
	display(h1);

	h2=storeTime();
	display(h2);

	h3=storeTime();
	display(h3);
}
```

9. Complex (real, imaginary)

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

struct Complex
{
	float real;
	float imag;
};
int main()
```

```
{
	Complex num1,num2,sum;

	printf("Enter the real number 1: ");
	scanf("%f",&num1.real);

	printf("Enter the Imaginary number 1: ");
	scanf("%f",&num1.imag);

	printf("Enter the real number 2: ");
	scanf("%f",&num2.real);

	printf("Enter the Imaginary number 2: ");
	scanf("%f",&num2.imag);

	sum.real=num1.real+num2.real;
	sum.imag=num1.imag+num2.imag;

	printf("Sum = %.1f + %.1fi\n", sum.real, sum.imag);
	return 0;
}
```

10. Product (id, name, quantity, price)

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

struct Product
{
	int id;
	char name[20];
	int quantity;
	int price;
};
Product storeproduct()
{
	Product p;
	printf("Enter the deatails of product ");
	scanf("%d",&p.id);
	scanf("%s",&p.name);
	scanf("%d",&p.price);
	scanf("%d",&p.quantity);
	return p;
}
void display(Product p1)
{
```

```
	printf("Id: %d\n",p1.id);
	printf("Name: %s\n",p1.name);
	printf("Price: %d\n",p1.price);
	printf("Quantity: %d\n",p1.quantity);
}
int main()
{
	Product p1,p2,p3;

	p1=storeproduct();
	display(p1);

	p2=storeproduct();
	display(p2);

	p3=storeproduct();
	display(p3);
}
```