Admin

1.

```
#include<stdio.h>
typedef struct Admin {
	int id;
	char name[20];
	float sallary;
	double allowance;
} Admin;

void main() {
	Admin a1,a2,a3,a4,a5;

	scanf("%d",&a1.id);
	fflush(stdin);
	scanf("%s",a1.name);
	scanf("%f",&a1.sallary);
	scanf("%lf",&a1.allowance);

	scanf("%d",&a2.id);
	fflush(stdin);
	scanf("%s",a2.name);
	scanf("%f",&a2.sallary);
	scanf("%lf",&a2.allowance);

	scanf("%d",&a3.id);
	fflush(stdin);
	scanf("%s",a3.name);
	scanf("%f",&a1.sallary);
	scanf("%lf",&a3.allowance);
```

```
scanf("%d",&a4.id);
fflush(stdin);
scanf("%s",a4.name);
scanf("%f",&a4.sallary);
scanf("%lf",&a4.allowance);

scanf("%d",&a5.id);
fflush(stdin);
scanf("%s",a5.name);
scanf("%f",&a5.sallary);
scanf("%lf",&a5.allowance);

printf("id=%d\n",a1.id);
printf("name=%s\n",a1.name);
printf("sallary=%.2f\n",a1.sallary);
printf("allowance=%.2lf\n\n",a1.allowance);

printf("id=%d\n",a2.id);
printf("name=%s\n",a2.name);
printf("sallary=%.2f\n",a2.sallary);
printf("allowance=%.2lf\n\n",a2.allowance);

printf("id=%d\n",a3.id);
printf("name=%s\n",a3.name);
printf("sallary=%.2f\n",a3.sallary);
printf("allowance=%.2lf\n\n",a3.allowance);

printf("id=%d\n",a4.id);
printf("name=%s\n",a4.name);
printf("sallary=%.2f\n",a4.sallary);
printf("allowance=%.2lf\n\n",a4.allowance);
```

```
	printf("id=%d\n",a5.id);
	printf("name=%s\n",a5.name);
	printf("sallary=%.2f\n",a5.sallary);
	printf("allowance=%.2lf\n\n",a5.allowance);

}
```

2.

```
#include<stdio.h>
typedef struct Admin {
	int id;
	char name[20];
	float sallary;
	double allowance;
} Admin;
Admin setAdmin(Admin a) {
	scanf("%d",&a.id);
	fflush(stdin);
	scanf("%s",a.name);
	scanf("%f",&a.sallary);
	scanf("%lf",&a.allowance);
	return a;
}
void getAdmin(Admin a) {
	printf("id=%d\n",a.id);
	printf("name=%s\n",a.name);
	printf("sallary=%.2f\n",a.sallary);
	printf("allowance=%.2lf\n\n",a.allowance);
}
void main()
```

```
{
	Admin a1,a2,a3,a4,a5;

	getAdmin(setAdmin(a1));
	getAdmin(setAdmin(a2));
	getAdmin(setAdmin(a3));
	getAdmin(setAdmin(a4));
	getAdmin(setAdmin(a5));

}
```

3.

```
#include<stdio.h>
typedef struct Admin {
	int id;
	char name[20];
	float sallary;
	double allowance;
} Admin;
void setAdmin(Admin* a) {
	scanf("%d",&a->id);
	fflush(stdin);
	scanf("%s",a->name);
	scanf("%f",&a->sallary);
	scanf("%lf",&a->allowance);

}
void getAdmin(Admin* a) {
	printf("id=%d\n",a->id);
	printf("name=%s\n",a->name);
	printf("sallary=%.2f\n",a->sallary);
```

```
	printf("allowance=%.2lf\n\n",a->allowance);
}
void main() {
	Admin a1,a2,a3,a4,a5;

	setAdmin(&a1);
	setAdmin(&a1);
	setAdmin(&a1);
	setAdmin(&a1);
	setAdmin(&a1);

	getAdmin(&a1);
	getAdmin(&a1);
	getAdmin(&a1);
	getAdmin(&a1);
	getAdmin(&a1);

}
```

4.

```
#include<stdio.h>
typedef struct Admin {
	int id;
	char name[20];
	float sallary;
	double allowance;
} Admin;
void setAdmin(Admin* a,int size) {
	for(int i=0; i<size; i++) {
		scanf("%d",&a[i].id);
		fflush(stdin);
```

```
                scanf("%s",a[i].name);
                scanf("%f",&a[i].sallary);
                scanf("%lf",&a[i].allowance);
        }
}
void getAdmin(Admin* a,int size) {
        for(int i=0; i<size; i++) {
                printf("id=%d\n",a[i].id);
                printf("name=%s\n",a[i].name);
                printf("sallary=%.2f\n",a[i].sallary);
                printf("allowance=%.2lf\n\n",a[i].
                allowance);
        }
}
void main() {
        printf("enter the size=");
        int size;
        scanf("%d",&size);
        Admin a[size];

        setAdmin(a,size);

        getAdmin(a,size);
}
```

Date and Time

1.

```
typedef struct Date {
        int date,month,year;
} Date;
typedef struct Time {
        int hr,min,sec;
```

```
} Time;
void main() {
        Date d1,d2,d3,d4;
        Time t1,t2,t3,t4;

        printf("enter Date:Month:Year resp=\n");
        scanf("%d",&d1.date);
        scanf("%d",&d1.month);
        scanf("%d",&d1.year);

        scanf("%d",&d2.date);
        scanf("%d",&d2.month);
        scanf("%d",&d2.year);

        scanf("%d",&d3.date);
        scanf("%d",&d3.month);
        scanf("%d",&d3.year);

        scanf("%d",&d4.date);
        scanf("%d",&d4.month);
        scanf("%d",&d4.year);

   printf("\n\n");
        printf("Date=%d:%d:%d\n\n",d1.date,d1.month,d1.year);
        printf("Date=%d:%d:%d\n\n",d2.date,d2.month,d2.year);
        printf("Date=%d:%d:%d\n\n",d3.date,d2.month,d3.year);

        printf("Enter Hr:min:sec=\n");
        scanf("%d",&t1.hr);
        scanf("%d",&t1.min);
        scanf("%d",&t1.sec);
```

```
        scanf("%d",&t2.hr);
        scanf("%d",&t2.min);
        scanf("%d",&t2.sec);

        scanf("%d",&t3.hr);
        scanf("%d",&t3.min);
        scanf("%d",&t3.sec);

        scanf("%d",&t4.hr);
        scanf("%d",&t4.min);
        scanf("%d",&t4.sec);

   printf("\n\n");
        printf("Time=%d:%d:%d\n\n",t1.hr,t1.min,t1.sec);
        printf("Time=%d:%d:%d\n\n",t2.hr,t2.min,t2.sec);
        printf("Time=%d:%d:%d\n\n",t3.hr,t3.min,t3.sec);
}
2.
typedef struct Date {
        int date,month,year;
} Date;
typedef struct Time {
        int hr,min,sec;
} Time;
Date setDate(Date d1) {

        printf("enter Date:Month:Year resp=\n");
        scanf("%d",&d1.date);
        scanf("%d",&d1.month);
        scanf("%d",&d1.year);
```

```
	return d1;
}
void getDate(Date d1) {

	printf("\n\n");
	printf("Date=%d:%d:%d\n\n",d1.date,d1.month,d1.year);
}

Time setTime(Time t1) {
	printf("Enter Hr:min:sec=\n");
	scanf("%d",&t1.hr);
	scanf("%d",&t1.min);
	scanf("%d",&t1.sec);
	return t1;
}
void getTime(Time t1) {
	printf("\n\n");
	printf("Time=%d/%d/%d\n\n",t1.hr,t1.min,t1.sec);
}
void main() {
	Date d1,d2,d3,d4;
	Time t1,t2,t3,t4;

	getDate(setDate(d1));
	getDate(setDate(d2));
	getDate(setDate(d3));
	getDate(setDate(d4));
}
```

3.

```
typedef struct Date {
	int date,month,year;
```

```
} Date;
typedef struct Time {
	int hr,min,sec;
} Time;
void setDate(Date* d1) {
	for(int i=0; i<5; i++) {
		printf("enter Date:Month:Year resp=\n");
		scanf("%d",&d1[i].date);
		scanf("%d",&d1[i].month);
		scanf("%d",&d1[i].year);
	}
}
void getDate(Date *d1) {

	for(int i=0; i<5; i++) {
		printf("\n\n");
		printf("Date=%d:%d:%d\n\n",d1[i].date,d1[i].month,d1[i].year);
	}

}

void setTime(Time* t1) {
	for(int i=0; i<5; i++) {
		printf("Enter Hr:min:sec=\n");
		scanf("%d",&t1[i].hr);
		scanf("%d",&t1[i].min);
		scanf("%d",&t1[i].sec);
	}
}
void getTime(Time* t1) {
	for(int i=0; i<5; i++) {
```

```
                printf("\n\n");
                printf("Time=%d/%d/%d\n\n",t1[i].hr,t1[i].min,t1[i].sec);
        }
}
void main() {
        Date d[5];
        Time t[5];

        setDate(d);
        getDate(d);

        setTime(t);
        getTime(t);
}
```

4.

```
#include<stdio.h>

typedef struct Date {
        int date,month,year;
} Date;
typedef struct Time {
        int hr,min,sec;
} Time;
void setDate(Date* d1) {

        printf("enter Date:Month:Year resp=\n");
        scanf("%d",&d1->date);
        scanf("%d",&d1->month);
        scanf("%d",&d1->year);
}
void getDate(Date d1) {
```

```
        printf("Date=%d:%d:%d\n\n",d1.date,d1.month,d1.year);
}

void setTime(Time* t1) {
        printf("Enter Hr:min:sec=\n");
        scanf("%d",&t1->hr);
        scanf("%d",&t1->min);
        scanf("%d",&t1->sec);

}
void getTime(Time t1) {
        printf("\n");
        printf("Time=%d/%d/%d\n\n",t1.hr,t1.min,t1.sec);
}
void main() {
        Date d1,d2,d3,d4;
        Time t1,t2,t3,t4;

   setDate(&d1);
   setDate(&d2);
   setDate(&d3);
   setDate(&d4);

   getDate(d1);
   getDate(d2);
   getDate(d3);
   getDate(d4);

   setTime(&t1);
   setTime(&t2);
```

```
    setTime(&t3);
    setTime(&t4);

    getTime(t1);
    getTime(t2);
    getTime(t3);
    getTime(t4);



}
```

Employee

1.

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

typedef struct Employee
{
        int eID;
        char eName[20];
        double eSallary;
}Employee;
void main()
{
        Employee e1,e2,e3,e4,e5;

        printf("enter Employee1 Data=\n");
        scanf("%d",&e1.eID);
        fflush(stdin);
        scanf("%s",e1.eName);
        fflush(stdin);
        scanf("%lf",&e1.eSallary);
```

```
printf("enter Employee2 Data=\n");
scanf("%d",&e2.eID);
fflush(stdin);
scanf("%s",e2.eName);
fflush(stdin);
scanf("%lf",&e2.eSallary);

printf("enter Employee3 Data=\n");
scanf("%d",&e3.eID);
fflush(stdin);
scanf("%s",e3.eName);
fflush(stdin);
scanf("%lf",&e3.eSallary);

printf("enter Employee4 Data=\n");
scanf("%d",&e4.eID);
fflush(stdin);
scanf("%s",e4.eName);
fflush(stdin);
scanf("%lf",&e4.eSallary);

printf("enter Employee5 Data=\n");
scanf("%d",&e5.eID);
fflush(stdin);
scanf("%s",e5.eName);
fflush(stdin);
scanf("%lf",&e5.eSallary);

//printing all information
printf("\n**********************************\n");
```

```
	printf("Id=%d\nName=%s\nSallary=%.2lf\n",e1.eID,e1.eName,e1.eSallary);
	printf("************************************\n");
	printf("Id=%d\nName=%s\nSallary=%.2lf\n",e2.eID,e2.eName,e2.eSallary);
	printf("************************************\n");
	printf("Id=%d\nName=%s\nSallary=%.2lf\n",e3.eID,e3.eName,e3.eSallary);
	printf("************************************\n");
	printf("Id=%d\nName=%s\nSallary=%.2lf\n",e4.eID,e4.eName,e4.eSallary);
	printf("************************************\n");
	printf("Id=%d\nName=%s\nSallary=%.2lf\n",e5.eID,e5.eName,e5.eSallary);
	printf("************************************\n");

}
2.
#include<stdio.h>
#include<string.h>
typedef struct Employee
{
	int eID;
	char eName[30];
	float eSallary;

}Employee;
void getData(Employee* e,int n)
{
	for(int i=0;i<n;i++)
	{
		scanf("%d",&e[i].eID);
	fflush(stdin);
	scanf("%s",e[i].eName);
	scanf("%f",&e[i].eSallary);
```

```
        }

}
void display(Employee* e,int n)
{
        for(int i=0;i<n;i++)
        {
                printf("Id=%d\n",e[i].eID);
        printf("name=%s\n",e[i].eName);
        printf("Sallay=%.2f\n",e[i].eSallary);
        }
}
void main()
{
        printf("enter the size=");
        int n;
        scanf("%d",&n);

        Employee E[n];
   getData(E,n);


        for(int i=0;i<n;i++)
        display(E,n);
}
```

3.

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

typedef struct Employee
{
```

```
        int eID;
        char eName[20];
        double eSallary;
}Employee;

void setData(Employee* e)
{
        printf("enter Employee Data=\n");
        scanf("%d",&e->eID);
        fflush(stdin);
   scanf("%s",e->eName);
        scanf("%lf",&e->eSallary);
}
void getData(Employee e)
{
        printf("************************************\n");
        printf("Id=%d\nName=%s\nSallary=%.2lf\n",e.eID,e.eName,e.eSallary);
        printf("************************************\n");
}
void main()
{
        Employee e1,e2,e3,e4,e5;
        setData(&e1);
        setData(&e2);
        setData(&e3);
        setData(&e4);
        setData(&e5);

        getData(e1);
        getData(e2);
        getData(e3);
```

```
	getData(e4);
	getData(e5);

}
```

4.

```
#include<stdio.h>

typedef struct Employee
{
	int Eid;
	char name[20];
	float sallary;

}Employee;

Employee setData(Employee e)
{
	printf("enter the data=");
	scanf("%d",&e.Eid);
	fflush(stdin);
	scanf("%s",e.name);
	scanf("%f",&e.sallary);
	return e;
}
void getData(Employee e)
{
	printf("\n*************************\n");
	printf("Roll no=%d\n",e.Eid);
	printf("name=%s\n",e.name);
	printf("Sallary=%.2f\n",e.sallary);
	printf("\n*************************\n");
```

```
}
void main()
{
	Employee e1,e2,e3,e4;

	getData(setData(e1));
	getData(setData(e2));
	getData(setData(e3));
	getData(setData(e4));
}
```

HR

1.

```
#include<stdio.h>
typedef struct HR {
	int id;
	char name[20];
	float sallary;
	float cummission;

} HR;
void main() {
	HR h1,h2,h3,h4,h5;

	scanf("%d",&h1.id);
	fflush(stdin);
	scanf("%s",h1.name);
	scanf("%f",&h1.sallary);
	scanf("%f",&h1.cummission);

	scanf("%d",&h2.id);
```

```
scanf("%s",h2.name);
scanf("%f",&h2.sallary);
scanf("%f",&h2.cummission);

scanf("%d",&h3.id);
scanf("%s",h3.name);
scanf("%f",&h3.sallary);
scanf("%f",&h3.cummission);

scanf("%d",&h4.id);
scanf("%s",h4.name);
scanf("%f",&h4.sallary);
scanf("%f",&h4.cummission);

scanf("%d",&h5.id);
scanf("%s",h5.name);
scanf("%f",&h5.sallary);
scanf("%f",&h5.cummission);

printf("id=%d\n",h1.id);
printf("name=%s\n",h1.name);
printf("sallary=%.2f\n",h1.sallary);
printf("cummission=%.2f\n\n",h1.cummission);

printf("id=%d\n",h2.id);
printf("name=%s\n",h2.name);
printf("sallary=%.2f\n",h2.sallary);
printf("cummission=%.2f\n\n",h2.cummission);

printf("id=%d\n",h3.id);
printf("name=%s\n",h3.name);
```

```
	printf("sallary=%.2f\n",h3.sallary);
	printf("cummission=%.2f\n\n",h3.cummission);

	printf("id=%d\n",h4.id);
	printf("name=%s\n",h4.name);
	printf("sallary=%.2f\n",h4.sallary);
	printf("cummission=%.2f\n\n",h4.cummission);

	printf("id=%d\n",h5.id);
	printf("name=%s\n",h5.name);
	printf("sallary=%.2f\n",h5.sallary);
	printf("cummission=%.2f\n\n",h5.cummission);

}
```

2.

```
#include<stdio.h>
typedef struct HR {
	int id;
	char name[20];
	float sallary;
	float cummission;

} HR;
void main() {
	HR h1,h2,h3,h4,h5;

	scanf("%d",&h1.id);
	fflush(stdin);
	scanf("%s",h1.name);
	scanf("%f",&h1.sallary);
	scanf("%f",&h1.cummission);
```

```
scanf("%d",&h2.id);
scanf("%s",h2.name);
scanf("%f",&h2.sallary);
scanf("%f",&h2.cummission);

scanf("%d",&h3.id);
scanf("%s",h3.name);
scanf("%f",&h3.sallary);
scanf("%f",&h3.cummission);

scanf("%d",&h4.id);
scanf("%s",h4.name);
scanf("%f",&h4.sallary);
scanf("%f",&h4.cummission);

scanf("%d",&h5.id);
scanf("%s",h5.name);
scanf("%f",&h5.sallary);
scanf("%f",&h5.cummission);

printf("id=%d\n",h1.id);
printf("name=%s\n",h1.name);
printf("sallary=%.2f\n",h1.sallary);
printf("cummission=%.2f\n\n",h1.cummission);

printf("id=%d\n",h2.id);
printf("name=%s\n",h2.name);
printf("sallary=%.2f\n",h2.sallary);
printf("cummission=%.2f\n\n",h2.cummission);
```

```
	printf("id=%d\n",h3.id);
	printf("name=%s\n",h3.name);
	printf("sallary=%.2f\n",h3.sallary);
	printf("cummission=%.2f\n\n",h3.cummission);

	printf("id=%d\n",h4.id);
	printf("name=%s\n",h4.name);
	printf("sallary=%.2f\n",h4.sallary);
	printf("cummission=%.2f\n\n",h4.cummission);

	printf("id=%d\n",h5.id);
	printf("name=%s\n",h5.name);
	printf("sallary=%.2f\n",h5.sallary);
	printf("cummission=%.2f\n\n",h5.cummission);

}
```

Product

1.

```
#include<stdio.h>
#include<string.h>
typedef struct Product {
	int productId;
	char productName[50];
	int price;
	int quantity;
} Product;

void main() {
	Product p1,p2,p3,p4;

	scanf("%d",&p1.productId);
```

```
fflush(stdin);
scanf("%s",p1.productName);
scanf("%d",&p1.price);
scanf("%d",&p1.quantity);

scanf("%d",&p2.productId);
fflush(stdin);
scanf("%s",p2.productName);
scanf("%d",&p2.price);
scanf("%d",&p2.quantity);

scanf("%d",&p3.productId);
fflush(stdin);
scanf("%s",p3.productName);
scanf("%d",&p3.price);
scanf("%d",&p3.quantity);

scanf("%d",&p4.productId);
fflush(stdin);
scanf("%s",p4.productName);
scanf("%d",&p4.price);
scanf("%d",&p4.quantity);

printf("id=%d\n",p1.productId);
printf("name=%s\n",p1.productName);
printf("price=%d\n",p1.price);
printf("Quantity=%s\n",p1.quantity);

printf("id=%d\n",p2.productId);
printf("name=%s\n",p2.productName);
printf("price=%d\n",p2.price);
```

```
	printf("Quantity=%s\n",p2.quantity);

	printf("id=%d\n",p3.productId);
	printf("name=%s\n",p3.productName);
	printf("price=%d\n",p3.price);
	printf("Quantity=%s\n",p3.quantity);

	printf("id=%d\n",p4.productId);
	printf("name=%s\n",p4.productName);
	printf("price=%d\n",p4.price);
	printf("Quantity=%s\n",p4.quantity);
}
```

2.

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

typedef struct Product {
	int productId;
	char productName[50];
	int price;
	int quantity;
} Product;

void setData(Product* p) {
	scanf("%d",&p->productId);
	fflush(stdin);
	scanf("%s",p->productName);
	scanf("%d",&p->price);
	scanf("%d",&p->quantity);

}
```

```
void getData(Product p) {
	printf("id=%d\n",p.productId);
	printf("name=%s\n",p.productName);
	printf("price=%d\n",p.price);
	printf("Quantity=%d\n",p.quantity);
}
void main() {
	Product p1,p2,p3,p4;
	setData(&p1);
	setData(&p2);
	setData(&p3);
	setData(&p4);
	getData(p1);
	getData(p2);
	getData(p3);
	getData(p4);
}
```

3.

```
#include<stdio.h>
#include<string.h>
typedef struct Product {
	int productId;
	char productName[50];
	int price;
	int quantity;
} Product;
void setData(Product* p,int size) {
	for(int i=0;i<size;i++)
	{
		scanf("%d",&p[i].productId);
	fflush(stdin);
```

```
		scanf("%s",p[i].productName);
		scanf("%d",&p[i].price);
		scanf("%d",&p[i].quantity);
		}
}
void getData(Product* p,int size)
{
		for(int i=0;i<size;i++)
		{
			printf("id=%d\n",p[i].productId);
		printf("name=%s\n",p[i].productName);
		printf("price=%d\n",p[i].price);
		printf("Quantity=%d\n",p[i].quantity);
		}
}
void main() {
		printf("enter number of Product=");
		int size;
		scanf("%d",&size);
		Product p[size];
		setData(p,size);
		getData(p,size);

}
```

Salesmanager

1.

```
typedef struct SalesManager {
		int id;
		char name[20];
		float sallary;
		int allowance;
```

```
} SalesManager;

void main() {
	SalesManager s1,s2,s3,s4;

	scanf("%d",&s1.id);
	scanf("%s",s1.name);
	scanf("%f",&s1.sallary);
	scanf("%d",&s1.allowance);

	scanf("%d",&s2.id);
	scanf("%s",s2.name);
	scanf("%f",&s2.sallary);
	scanf("%d",&s2.allowance);

	scanf("%d",&s3.id);
	scanf("%s",s3.name);
	scanf("%f",&s3.sallary);
	scanf("%d",&s3.allowance);

	scanf("%d",&s4.id);
	scanf("%s",s4.name);
	scanf("%f",&s4.sallary);
	scanf("%d",&s4.allowance);

	printf("\n\n");
	printf("id=%d\n",s1.id);
	printf("name=%s\n",s1.name);
	printf("sallary=%.1f\n",s1.sallary);
```

```
	printf("allowance=%d\n",s1.allowance);

	printf("\n\n");
	printf("id=%d\n",s2.id);
	printf("name=%s\n",s2.name);
	printf("sallary=%.1f\n",s2.sallary);
	printf("allowance=%d\n",s2.allowance);

	printf("\n\n");
	printf("id=%d\n",s3.id);
	printf("name=%s\n",s3.name);
	printf("sallary=%.1f\n",s3.sallary);
	printf("allowance=%d\n",s3.allowance);

	printf("\n\n");
	printf("id=%d\n",s4.id);
	printf("name=%s\n",s4.name);
	printf("sallary=%.1f\n",s4.sallary);
	printf("allowance=%d\n",s4.allowance);
}
```

2.

```
typedef struct SalesManager {
	int id;
	char name[20];
	float sallary;
	int allowance;

} SalesManager;

void setData(SalesManager* s1) {
	scanf("%d",&s1->id);
```

```
        scanf("%s",s1->name);
        scanf("%f",&s1->sallary);
        scanf("%d",&s1->allowance);

}
void getData(SalesManager s1) {
        printf("\n\n");
        printf("id=%d\n",s1.id);
        printf("name=%s\n",s1.name);
        printf("sallary=%.1f\n",s1.sallary);
        printf("allowance=%d\n",s1.allowance);
}
void main() {
        SalesManager s1,s2,s3,s4,s5;

        setData(&s1);
        setData(&s2);
        setData(&s3);
        setData(&s4);
        setData(&s5);

        getData(s1);
   getData(s1);
        getData(s1);
        getData(s1);
        getData(s1);

}
```

3.

```
typedef struct SalesManager {
        int id;
```

```
	char name[20];
	float sallary;
	int allowance;

} SalesManager;

void setData(SalesManager* s1) {
	for(int i=0; i<5; i++) {
		scanf("%d",&s1[i].id);
		scanf("%s",s1[i].name);
		scanf("%f",&s1[i].sallary);
		scanf("%d",&s1[i].allowance);
	}
}
void getData(SalesManager* s1) {
	for(int i=0; i<5; i++) {
		printf("\n\n");
		printf("id=%d\n",s1[i].id);
		printf("name=%s\n",s1[i].name);
		printf("sallary=%.1f\n",s1[i].sallary);
		printf("allowance=%d\n",s1[i].allowance);
	}

}
void main() {
	SalesManager s[5];

	setData(s);
	getData(s);

}
```

4.

```
typedef struct SalesManager {
	int id;
	char name[20];
	float sallary;
	int allowance;

} SalesManager;

SalesManager setData(SalesManager s1) {
	scanf("%d",&s1.id);
	scanf("%s",s1.name);
	scanf("%f",&s1.sallary);
	scanf("%d",&s1.allowance);
	return s1;
}
void getData(SalesManager s1) {
	printf("\n\n");
	printf("id=%d\n",s1.id);
	printf("name=%s\n",s1.name);
	printf("sallary=%.1f\n",s1.sallary);
	printf("allowance=%d\n",s1.allowance);
}
void main() {
	SalesManager s1,s2,s3,s4,s5;

	getData(setData(s1));
	getData(setData(s2));
	getData(setData(s3));
	getData(setData(s4));
	getData(setData(s5));
```

```
}
```

Student

1.

```
#include<stdio.h>

typedef struct Student {
        int sRoll;
        char sName[20];
        int marks;

} Student;

void main() {
        Student s1,s2,s3,s4,s5;

        printf("enter the Student1 Details=");
        scanf("%d",&s1.sRoll);
        scanf("%s",&s1.sName);
        fflush(stdin);
        scanf("%d",&s1.marks);

        printf("enter the Student2 Details=");
        scanf("%d",&s2.sRoll);
        scanf("%s",&s2.sName);
        fflush(stdin);
        scanf("%d",&s2.marks);

        printf("enter the Student3 Details=");
        scanf("%d",&s3.sRoll);
        scanf("%s",&s3.sName);
```

```
fflush(stdin);
scanf("%d",&s3.marks);

printf("enter the Student4 Details=");
scanf("%d",&s4.sRoll);
scanf("%s",&s4.sName);
fflush(stdin);
scanf("%d",&s4.marks);

printf("enter the Student5 Details=");
scanf("%d",&s5.sRoll);
scanf("%s",&s5.sName);
fflush(stdin);
scanf("%d",&s5.marks);

printf("\n\n");
printf("Roll no=%d\n",s1.sRoll);
printf("name=%s\n",s1.sName);
printf("Marks=%d\n",s1.marks);

printf("\n\n");
printf("Roll no=%d\n",s2.sRoll);
printf("name=%s\n",s2.sName);
printf("Marks=%d\n",s2.marks);

printf("\n\n");
printf("Roll no=%d\n",s3.sRoll);
printf("name=%s\n",s3.sName);
printf("Marks=%d\n",s3.marks);

printf("\n\n");
```

```
        printf("Roll no=%d\n",s4.sRoll);
        printf("name=%s\n",s4.sName);
        printf("Marks=%d\n",s4.marks);

        printf("\n\n");
        printf("Roll no=%d\n",s5.sRoll);
        printf("name=%s\n",s5.sName);
        printf("Marks=%d\n",s5.marks);
}
```

2.

```
#include<stdio.h>

typedef struct Student {
        int sRoll;
        char sName[20];
        int marks;

} Student;
void setData(Student*s)
{
        printf("enter the Student Details=");
        scanf("%d",&s->sRoll);
        scanf("%s",s->sName);
        fflush(stdin);
        scanf("%d",&s->marks);

}
void getData(Student s)
{
   printf("\n\n");
        printf("Roll no=%d\n",s.sRoll);
```

```
        printf("name=%s\n",s.sName);
   printf("Marks=%d\n",s.marks);
}
void main()
{
        printf("enter number of student=");
        int n;
        scanf("%d",&n);
        Student s[n];

        for(int i=0;i<n;i++)
   setData(&s[i]);

   for(int i=0;i<n;i++)
        getData(s[i]);
}
```

3.

```
#include<stdio.h>

typedef struct Student {
        int sRoll;
        char sName[20];
        int marks;

} Student;
void setData(Student* s,int n)
{
        for(int i=0;i<n;i++)
        {
                printf("enter the Student Details=");
        scanf("%d",&s[i].sRoll);
```

```
		scanf("%s",s[i].sName);
		fflush(stdin);
		scanf("%d",&s[i].marks);
		}
}
void getData(Student* s,int n)
{
		for(int i=0;i<n;i++)
		{
			printf("\n\n");
			printf("Roll no=%d\n",s[i].sRoll);
		   printf("name=%s\n",s[i].sName);
		printf("Marks=%d\n",s[i].marks);
		}
}
void main() {
		printf("enter number of student=");
		int n;
		scanf("%d",&n);
		Student s[n];

		setData(s,n);

		getData(s,n);
}
```

4.

```
#include<stdio.h>

typedef struct Student {
		int sRoll;
		char sName[20];
```

```
        int marks;

} Student;
Student setData()
{
        Student s;
        printf("enter the Student Details=");
        scanf("%d",&s.sRoll);
        scanf("%s",s.sName);
        fflush(stdin);
        scanf("%d",&s.marks);
        return s;
}
void getData(Student s)
{
        printf("\n\n");
        printf("Roll no=%d\n",s.sRoll);
        printf("name=%s\n",s.sName);
        printf("Marks=%d\n",s.marks);
}
void main() {
        printf("enter number of student=");
        int n;
        scanf("%d",&n);
        Student s[n];

        for(int i=0;i<n;i++)
        s[i]=setData();

   for(int i=0;i<n;i++)
        getData(s[i]);
```

}