**1.**

```
#include<stdio.h>
#include<string.h>
int size;
struct Admin {
	int id;
	char name[20];
	float sallary;
	double allowance;
	Admin() {
		this->id=0;
		this->sallary=0;
		strcpy(this->name,"null");
		this->allowance=0;
	}
	Admin(int id,char*name,float sallary,double allowance) {
		this->id=id;
		this->sallary=sallary;
		strcpy(this->name,name);
		this->allowance=allowance;

	}
	void setId(int id) {
		this->id=id;
	}
	void setName(char*name) {
		strcpy(this->name,name);
	}
	void setSallary(float sallary) {
		this->sallary=sallary;
```

```
	}
	void setAllowance(double allowance) {
		this->allowance=allowance;
	}

	void display() {
		printf("\n*****************************\n");
		printf("id=%d\n",this->id);
		printf("name=%s\n",this->name);
		printf("sallary=%.2f\n",this->sallary);
		printf("allowance=%.2lf\n\n",this->allowance);
	}

};

int main() {
	Admin a1;
	a1.display();

	Admin a2(102,"Gauri",1256,3256);
	a2.display();

	Admin a3;
	a3.setId(103);
	a3.setName("Shreya");
	a3.setSallary(33333);
	a3.setAllowance(3333);
	a3.display();

	return 0;
}
```

**2.**

```
#include<stdio.h>
#include<stdlib.h>
int n;

struct Complex {

	int real,img;

	Complex() {
		real=10;
		img=20;
	}
	Complex(int real,int img)
	{
		this->real=real;
		this->img=img;
	}

	void setReal(int real) {
		this->real=real;
	}
	void setImg(int img) {
		this->img=img;
	}
	void display() {.0

		printf("\n%d+%di",this->real,this->img);

	}
```

```
};


int main(){

        Complex c1,c2(20,20),c3;

        c1.display();
        c2.display();

        c3.setReal(30);
        c3.setImg(30);
        c3.display();
        return 0;
}
```

**3.**

```
#include<stdio.h>
#include<string.h>
int n;
void getData();
void display();
struct Employee {
        int eID;
        char eName[30];
        float eSallary;

   Employee()
   {
        eID=101;
        strcpy(eName,"gauri");
```

```
        eSallary=1111;
        }
        Employee(int eID,char*name,float sallary)
        {
                this->eID=eID;
                strcpy(this->eName,name);
                this->eSallary=eSallary;
        }
        void setEID(int id) {
    eID=id;
        }
        void setEName(char*name) {
                strcpy(this->eName,name);

        }
        void setESallary(float sal) {
     eSallary=sal;
        }
        void display()
        {
                printf("\nid=%d\n",eID);
                printf("Name=%s\n",eName);
                printf("sallary=%.2lf\n",eSallary);
        }
};

int main() {
        Employee e1,e2(102,"shree",2222),e3;
        e1.display();
        e2.display();
        e3.setEID(103);
```

```
	e3.setEName("shreya");
	e3.setESallary(3333);
	e3.display();

	return 0;
}
```

**4.**

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

	HR()
	{
		id=101;
	   strcpy(name,"gauri");
		sallary=11111;
		cummission=1111;
	}
	HR(int id,float sal,float c,char*name)
	{
		this->id=id;
		this->sallary=sal;
		this->cummission=c;
		strcpy(this->name,name);
	}
```

```
	void setId(int id) {
		this->id=id;
	}
	void setName(char*name) {
		strcpy(this->name,name);

	}
	void setSallary(float sal) {
		this->sallary=sal;

	}
	void setCummission(float cummision) {
		this->cummission=cummision;

	}
	void display() {
		printf("id=%d\n",this->id);
		printf("name=%s\n",this->name);
		printf("sallary=%.2f\n",this->sallary);
		printf("cummission=%.2f\n\n",this->cummission);

	}

} HR;
int main() {
	HR h1,h2(102,2222,2222,"shree"),h3;

   h1.display();
   h2.display();

	h3.setId(103);
```

```
        h3.setName("shreya");
        h3.setSallary(3333);
        h3.setCummission(3333);
        h3.display();

}
```

**5.**

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

        Product()
        {
                this->productId=101;
                this->price=1111;
                this->quantity=1111;
                strcpy(this->productName,"Gauri");
        }
        Product(int id,char*name,int price,int q)
        {
                this->productId=id;
                this->price=price;
                this->quantity=q;
                strcpy(this->productName,name);

        }
```

```
        void setPID(int id) {
                this->productId=id;

        }
        void setPName(char*name) {
                strcpy(this->productName,name);

        }
        void setPrice(int  price) {
                this->price=price;
        }
        void setQuantuty(int q) {
                this->quantity=q;
        }
        void display()
        {   printf("\n******************\n");
                printf("ID=%d\n",productId);
                printf("name=%s\n",productName);
                printf("price=%d\n",price);
                printf("Quantity=%d\n",quantity);
        }

} Product;

int main() {

        Product p1,p2(102,"shree",2222,2222),p3;

    p1.display();
    p2.display();
```

```
		p3.setPID(103);
		p3.setPName("shreya");
		p3.setPrice(3333);
		p3.setQuantuty(3333);
		p3.display();

	return 0;

}
```

**6.**

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

	SalesManager() {
		this->id=101;
		this->sallary=1111;
		this->allowance=1111;
		strcpy(this->name,"TV");
	}
	SalesManager(int id,char*name,int sallary,int allowance) {
		this->id=id;
		this->sallary=sallary;
		this->allowance=allowance;
		strcpy(this->name,name);
```

```
	}
	void setId(int id) {
		this->id=id;
	}
	void setSallary(int sal) {
		this->sallary=sal;
	}
	void setName(char*name) {
		strcpy(this->name,name);
	}
	void setAllowance(int a) {
		this->allowance=a;
	}

	void display() {
		printf("\n******************\n");
		printf("id=%d\n",id);
		printf("name=%s\n",name);
		printf("sallary=%.1f\n",sallary);
		printf("name=%s\n",name);
	}

} SalesManager;

int main() {
	SalesManager s1,s2(102,"MObile",2222,2222),s3;
	s1.display();
	s2.display();

	s3.setId(103);
	s3.setName("fridge");
```

```
	s3.setSallary(33333);
	s3.setAllowance(3333);
	s3.display();



	return 0;
}
```

**7.**

```
#include<stdio.h>
#include<string.h>
typedef struct Student {
	int sRoll;
	char sName[20];
	int marks;
	Student() {
		this->sRoll=101;
		strcpy(this->sName,"Gauri");
		this->marks=55;

	}
	Student(int roll,int marks,char*name) {
		this->sRoll=roll;
		strcpy(this->sName,name);
		this->marks=marks;
	}

	void setRoll(int roll) {
		this->sRoll=roll;
	}
	void setName(char*name) {
```

```
		strcpy(this->sName,name);
	}
	void setMarks(int marks) {
		this->marks=marks;
	}
	void display() {
		printf("\n*****************\n");
		printf("Roll no=%d\n",sRoll);
		printf("name=%s\n",sName);
		printf("Marks=%d\n",marks);
	}


} Student;

int main() {

	Student s1,s2(102,56,"shree"),s3;
	s1.display();
	s2.display();
	s3.setRoll(103);
	s3.setName("shreya");
	s3.setMarks(33);
	s3.display();

	return 0;

}
```

**8.**

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

```
#include<string.h>
typedef struct Date {
	int date,month,year;
	Date() {
		this->date=01;
		this->month=01;
		this->year=2001;
	}
	Date(int d,int m,int y) {
		date=d;
		month=m;
		year=y;
	}
	void display() {
		printf("\n******************\n");
		printf("Date=%d/%d/%d\n",date,month,year);
	}
} Date;
int main() {

	Date d1,d2(02,02,2002);
	d1.display();
	d2.display();



	return 0;

}
```

**9.**

```
typedef struct Time {
	int hr,min,sec;
```

```
        Time() {
                this->hr=10;
                this->min=10;
                this->sec=10;
        }
        Time(int h,int m,int s) {
                hr=h;
                min=m;
                sec=s;
        }
        void display() {
                printf("\n******************\n");
                printf("Time=%d:%d:%d\n",hr,min,sec);
        }

} Time;

int main() {
        Time t1,t2(20,20,20);
  t1.display();
  t2.display();

        return 0;

}
```

**10.**

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


struct Distance {
```

```
	float feet,inches;

	Distance() {
	feet=0.0;
	inches=0.0;
	}
	 Distance(float feet,float inches)
	{
		this->feet=feet;
		this->inches=inches;
	}

	void setFeet(float feet) {
		this->feet=feet;
	}
	void setInches(float inches) {
		this->inches=inches;
	}
	void display() {

		printf("\n\nFeet=%.2f\nInches=%.2f\n",this->feet,this->inches);
	}
};


int main(){

	Distance c1,c2(20.0,20.0),c3;

	c1.display();
```

```
        c2.display();


        c3.setFeet(30);
        c3.setInches(30);
        c3.display();
        return 0;
}
```