1.Data [2]

Declare 1 struct:

- Struct Employee: char name[30], char address[40],int salary

(You can use **typedef** keyword to declare this struct)

- In main() function,dexlare an array of 3 Employees struct named "**employeeList**".

2.Write a menu-based program with the following menu: [3]

1. Input data employees.

2.Display detail employees information and arrange rows in ascending order of salary.

3. Find max salary of employee and display detail information.

4. Save to file.

5. Exit.

3.Input data employees [5]

When user chooses 1 from main menu, do the followings:

- First, display "**Enter employee's Name:**"
- Second, display "**Enter employee's Address:**"
- Then, display "**Enter employee's Salary:**"

This module must be coded in a function which does the followings:

- Have a employee struct pointer arguments.
- Store value from user's input into employeeList array in main() fuction.

4.Display detail information's employees and arrange rows in ascending order of salary. [5]

When user choosé 2 from main menu, display detail employees information with the following format:

Name	Address	Salary
Tran Khanh	Linh Nam	1000
Khanh Toan	Thanh Xuan	2000
Thanh Van	Doi Can	3000

```
Example:
Employee[1]:
        Name:Tran Khanh
        Address:Linh Nam
        Salary:1000
Employee[2]:
        Name:Khanh Toan
        Address:Thanh Xuan
        Salary:2000
…
```

This module must be coded in a function which does the followings:

- Have a Employee struct pointer argument.

5.Find max salary of employees and display detail information. [5]

When user chooses 3 from main menu, display employee information have max salary include(Name, Address, and Salary) with the same fomat as question 4.

This module must be coded in a function which does the followings:

- Accept an argument (the structure array variable to process).

6.Save to file. [3]

When user chooses 4 from main menu, the program save the Name of each employee into a file "data.txt".

This module must be coded in a function which does the followings:

- Have a employee struct pointer argument.
- Creat a file "data.txt" in text mode (you can choose the dirextory of this file, which has write permission).
- Store Name of each employee in employeeList into this file.
- Close the file.

7.Exit [2]

When user chooses 5 from main menu, the program exits.