**Typedef\_Using\_Pointer**

**Admin**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct admin

{

int id ;

char name[15];

int salary;

int allownce;

}admin;

void storedata(admin\*);

void printdata(admin\*);

void main()

{

admin a1;

storedata(&a1);

printdata(&a1);

}

void storedata(admin\* ptr)

{

printf("\nid is : ");

scanf("%d",&ptr->id);

printf("\nname is : ");

scanf("%s",ptr->name);

printf("\nsalary is : ");

scanf("%d",&ptr->salary);

printf("\nallownce is : ");

scanf("%d",&ptr->allownce);

}

void printdata(admin\*ptr)

{

printf("\nadmin id is : %d",ptr->id);

printf("\nadmin name is : %s ",ptr->name);

printf("\nsalary is : %d",ptr->salary);

printf("\nallownce is : %d Percentage ",ptr->allownce);

}

**complex**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct complex

{

int real ;

int imaginary ;

}complex;

void storevalue(complex \*);

void printfvalue(complex \*);

void main()

{

complex c1;

storevalue(&c1);

printfvalue(&c1);

}

void storevalue(complex \*ptr)

{

printf("enter the real number : ");

scanf("%d",&ptr->real);

printf("enter the imaginary number : ");

scanf("%d",&ptr->imaginary );

}

void printfvalue(complex \*ptr)

{

printf("\naddition of both number is : %d + %d i ",ptr->real,ptr->imaginary);

}

**Date**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct date

{

int day;

int month;

int year;

}date;

void storedate(date\*);

void printdate(date\*);

void main()

{

date d1;

storedate(&d1);

printdate(&d1);

}

void storedate(date\* ptr)

{

printf("\n enter the day : ");

scanf("%d",&ptr->day);

printf("\n enter the month : ");

scanf("%d",&ptr->month);

printf("\n enter the year : ");

scanf("%d",&ptr->year);

}

void printdate(date\* ptr)

{

printf("\n the day : %d ",ptr->day);

printf("\n the month : %d",ptr->month);

printf("\n the year : %d",ptr->year);

}

**Distance**

#include<stdio.h>

#include<string.h>

typedef struct distance

{

int feet;

int inches;

}distance;

void storevalue(distance\*);

void printvalue(distance\*);

void main()

{

distance d1;

storevalue(&d1);

printvalue(&d1);

}

void storevalue(distance\* ptr)

{

printf("enter the feet :");

scanf("%d",&ptr->feet);

printf("enter the inches: ");

scanf("%d",&ptr->inches);

}

void printvalue(distance\* ptr)

{

printf(" \nfeet is : %d ",ptr->feet);

printf(" \ninches is :%d ",ptr->inches);

}

**Employee**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct employee

{

int id ;

char name[20];

int salary;

}employee;

void storevalue(employee\*);

void print(employee\*);

void main()

{

employee e1;

storevalue(&e1);

print(&e1);

}

void storevalue(employee\* ptr)

{

printf("\nenter the employee id : ");

scanf("%d",&ptr->id);

printf("Enter the employee name : ");

scanf("%s",ptr->name);

printf("\nenter the employee salary : ");

scanf("%d",&ptr->salary);

}

void print(employee\* ptr)

{

printf("\n employee id : %d ",ptr->id);

printf("\n employee name : %s ",ptr->name);

printf("\nemployee salary : %d ",ptr->salary);

}

**hr**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct HR

{

int id ;

char name[15];

int salary;

int commission;

}HR;

void storedata(HR\*);

void printdata(HR\*);

void main()

{

HR h1;

storedata(&h1);

printdata(&h1);

}

void storedata(HR\* ptr)

{

printf("\nid is : ");

scanf("%d",&ptr->id);

printf("\nname is : ");

scanf("%s",ptr->name);

printf("\nsalary is : ");

scanf("%d",&ptr->salary);

printf("\ncommission is : ");

scanf("%d",&ptr->commission);

}

void printdata(HR\*ptr)

{

printf("\n id is : %d",ptr->id);

printf("\n name is : %s ",ptr->name);

printf("\n salary is : %d",ptr->salary);

printf("\n commission is : %d Percentage ",ptr->commission);

}

**sales\_man**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct sales\_manager

{

int id ;

char name[15];

int sale;

int intensvie;

int target;

}sales\_manager;

void storedata(sales\_manager\*);

void printdata(sales\_manager\*);

void main()

{

sales\_manager s1;

storedata(&s1);

printdata(&s1);

}

void storedata(sales\_manager\* ptr)

{

printf("\nid is : ");

scanf("%d",&ptr->id);

printf("\nname is : ");

scanf("%s",ptr->name);

printf("\nsales is : ");

scanf("%d",&ptr->sale);

printf("\nintensive is : ");

scanf("%d",&ptr->intensvie);

printf("\ntarget is : ");

scanf("%d",&ptr->target);

}

void printdata(sales\_manager\* ptr)

{

printf("\nid is : %d",ptr->id);

printf("\nname is : %s ",ptr->name);

printf("\nsales is : %d",ptr->sale);

printf("\nintensive is : %d Percentage ",ptr->intensvie);

printf("\ntarget is : %d",ptr->target);

}

**student**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct student

{

int roll;

char name[20];

}student;

void studentvalue(student\*);

void studentprint(student\*);

void main()

{

student s1;

studentvalue(&s1);

studentprint(&s1);

}

void studentvalue(student\* ptr)

{

printf("\n enter roll number is : ");

scanf("%d",&ptr->roll);

printf("\n enter name is : ");

scanf("%s",ptr->name);

}

void studentprint(student\* ptr)

{

printf("\n name is %s ",ptr->name);

printf("\n roll number is %d",ptr->roll);

}

**Time**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

typedef struct time

{

int hr;

int min;

int seconds;

}time;

void storetime(time\*);

void printtime(time\*);

void main()

{

struct time t1;

storetime(&t1);

printtime(&t1);

}

void storetime(time\* ptr)

{

printf("\n enter the hr : ");

scanf("%d",&ptr->hr);

printf("\n enter the min : ");

scanf("%d",&ptr->min);

printf("\n enter the seconds : ");

scanf("%d",&ptr->seconds);

}

void printtime(time\* ptr)

{

printf("\n the hr : %d ",ptr->hr);

printf("\n the min : %d",ptr->min);

printf("\n the seconds : %d",ptr->seconds);

}