Admin

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct admin

{

int id;

char name[15];

int salary;

int allownce;

void setid(int a)

{

id = a;

}

void setname(char \*p)

{

strcpy(name, p);

}

void setsalary(int a)

{

salary = a;

}

void setallownce(int a)

{

allownce = a;

}

int getid()

{

return id;

}

char \*getname()

{

return name;

}

int getsalary()

{

return salary;

}

int getallownce()

{

return allownce;

}

};

int main()

{

admin a1;

a1.setid(100);

a1.setname('ram');

a1.setsalary(25000);

a1.setallownce(2000);

printf("\n the id : %d", a1.getid());

printf("\n the name : %s", a1.getname());

printf("\n the salary : %d", a1.getsalary());

printf("\n the allownce : %d", a1.getallownce());

}

Time

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct time

{

int hr;

int min;

int seconds;

void sethr(int a)

{

hr = a;

}

void setmin(int a)

{

min = a;

}

void setseconds(int a)

{

seconds = a;

}

int gethr()

{

return hr;

}

int getmin()

{

return min;

}

int getseconds()

{

return seconds;

}

};

int main()

{

time t1;

t1.sethr(03);

t1.setmin(25);

t1.setseconds(40);

printf("\n Time is hr:min:Sec %d:%d:%d ", t1.gethr(), t1.getmin(), t1.getseconds());

}

Student

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct student

{

int roll;

char name[20];

void setroll(int a)

{

roll = a;

}

void setname(char \*a)

{

strcpy(name, a);

}

int getroll()

{

return roll;

}

char \*getname()

{

return name;

}

};

int main()

{

student s1;

s1.setroll(23);

s1.setname("rakesh");

printf("roll number is : %d ", s1.getroll());

printf("Name is : %s ", s1.getname());

}

Sales

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct sales\_manager

{

int id;

char name[15];

int sale;

int intensvie;

int target;

void setid(int a)

{

id = a;

}

void setname(char \*a)

{

strcpy(name, a);

}

void setsale(int a)

{

sale = a;

}

void setintensive(int a)

{

intensvie = a;

}

void settarget(int a)

{

target = a;

}

int getid()

{

return id;

}

char \*getname()

{

return name;

}

int getsale()

{

return sale;

}

int getintensive()

{

return intensvie;

}

int gettarget()

{

return target;

}

};

int main()

{

sales\_manager s1;

s1.setid(20);

s1.setname("vani");

s1.setsale(42000);

s1.setintensive(3000);

s1.settarget(6);

printf("\n id is : %d", s1.getid());

printf("\n name is : %s ", s1.getname());

printf("\n salary is : %d", s1.getsale());

printf("\n intensive is : %d ", s1.getintensive());

printf("\ntarget is : %d", s1.gettarget());

}

HR

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct HR

{

int id;

char name[15];

int salary;

int commission;

void setid(int a)

{

id = a;

}

void setname(char \*a)

{

strcpy(name, a);

}

void setsalary(int a)

{

salary = a;

}

void setcommission(int a)

{

commission = a;

}

int getid()

{

return id;

}

char \*getname()

{

return name;

}

int getsalary()

{

return salary;

}

int getcommission()

{

return commission;

}

};

int main()

{

HR h1;

h1.setid(20);

h1.setname("vani");

h1.setsalary(42000);

h1.setcommission(3000);

printf("\n id is : %d", h1.getid());

printf("\n name is : %s ", h1.getname());

printf("\n salary is : %d", h1.getsalary());

printf("\n commission is : %d ", h1.getcommission());

}

Employee

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct employee

{

int id;

char name[20];

int salary;

void setid(int a)

{

id = a;

}

void setname(char \*a)

{

strcpy(name, a);

}

void setsalary(int a)

{

salary = a;

}

int getid()

{

return id;

}

char \*getname()

{

return name;

}

int getsalary()

{

return salary;

}

};

int main()

{

employee e1;

e1.setid(42);

e1.setname("lokanika");

e1.setsalary(40000);

printf("\n id is : %d ", e1.getid());

printf("\n name is : %s ", e1.getname());

printf("\n salary is : %d ", e1.getsalary());

}

Distance

#include <stdio.h>

#include <string.h>

struct distance

{

int feet;

int inches;

void setfeet(int a)

{

feet = a;

}

void setinches(int a)

{

inches = a;

}

int getfeet()

{

return feet;

}

int getinches()

{

return inches;

}

};

int main()

{

distance d1;

d1.setfeet(25);

d1.setinches(10);

printf("\n feet is : %d ", d1.getfeet());

printf("\n inches is : %d ", d1.getinches());

}

Date

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct date

{

int day;

int month;

int year;

void setday(int a)

{

day = a;

}

void setmonth(int a)

{

month = a;

}

void setyear(int a)

{

year = a;

}

int getday()

{

return day;

}

int getmonth()

{

return month;

}

int getyear()

{

return year;

}

};

int main()

{

date d1;

d1.setday(25);

d1.setmonth(05);

d1.setyear(2022);

printf("\n Date in day:month:year is %d : %d :%d \n ", d1.getday(), d1.getmonth(), d1.getyear());

}

Complex

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

struct complex

{

int real;

int imaginary;

void setreal(int a)

{

real = a;

}

void setimaginary(int a)

{

imaginary = a;

}

int getreal()

{

return real;

}

int getimaginary()

{

return imaginary;

}

};

int main()

{

complex c1;

c1.setreal(4);

c1.setimaginary(12);

printf("\naddition of both number is : %d + %d i ", c1.getreal(), c1.getimaginary());

}