#include<iostream>

Using namespace std;

Typedef struct employee

{

/\* data \*/

Int eId; //4

Char favChar; //1

Float salary; //4

} ep;

Union money

{

/\* data \*/

Int rice; //4

Char car; //1

Float pounds; //4

};

Int main(){

Enum Meal{ breakfast, lunch, dinner};

Meal m1 = lunch;

Cout<<(m1==2);

// cout<<breakfast;

// cout<<lunch;

// cout<<dinner;

// union money m1;

// m1.rice = 34;

// m1.car = ‘c’;

// cout<<m1.car;

// ep harry;

// struct employee shubham;

// struct employee rohanDas;

// harry.eId = 1;

// harry.favChar = ‘c’;

// harry.salary = 120000000;

// cout<<”The value is “<<harry.eId<<endl;

// cout<<”The value is “<<harry.favChar<<endl;

// cout<<”The value is “<<harry.salary<<endl;

Return 0;

}