#include <iostream>

#include <fstream>

using namespace std;

struct Employee {

char name[50];

int id;

float salary;

};

// Function to write employee data to a binary file

void writeToFile(const Employee& employee) {

ofstream outFile("employee.dat", ios::binary);

if (!outFile) {

cerr << "Error: Could not open the file for writing!" << endl;

return;

}

// Write the structure to the binary file

outFile.write(reinterpret\_cast<const char\*>(&employee),

sizeof(employee));

outFile.close();

cout << "Employee data written to binary file successfully!" <<

endl;

}

// Function to read employee data from a binary file

void readFromFile() {

Employee employee;

ifstream inFile("employee.dat", ios::binary);

if (!inFile) {

cerr << "Error: Could not open the file for reading!" << endl;

return;

}

// Read the structure from the binary file

inFile.read(reinterpret\_cast<char\*>(&employee), sizeof(employee));

if (inFile) {

cout << "\nEmployee data read from binary file:" << endl;

cout << "Name: " << employee.name << endl;

cout << "ID: " << employee.id << endl;

cout << "Salary: " << employee.salary << endl;

} else {

cerr << "Error: Could not read data from the binary file!" <<

endl;

}

inFile.close();

}

int main() {

Employee employee;

// Input employee details

cout << "Enter employee details:\n";

cout << "Name: ";

cin.ignore();

cin.getline(employee.name, 50);

cout << "ID: ";

cin >> employee.id;

cout << "Salary: ";

cin >> employee.salary;

// Write employee data to binary file

writeToFile(employee);

// Read employee data from binary file

readFromFile();

return 0;

}