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#include <stdio.h>

// Define the structure named 'employee'
struct employee {
    char name[25];
    int id;
    char department[20];
    float salary;
    char email[50];
};

int main() {
    // Declare and initialize a variable of the structure type 'employee'
    struct employee emp = {
        "John Doe",      // name
        12345,           // id
        "Human Resources", // department
        55000.50,        // salary
        "john.doe@company.com" // email
    };

    // Print the details of the employee
    printf("Employee Details:\n");
    printf("Name: %s\n", emp.name);
    printf("ID: %d\n", emp.id);
    printf("Department: %s\n", emp.department);
    printf("Salary: %.2f\n", emp.salary);
    printf("Email: %s\n", emp.email);

    return 0;
}
```

