```c
#include <stdio.h>

struct Employee
{
    char name[100];
    int age;
    float salary;
    char sex;
    char marital_status;
};

int main(void)
{
    //code
    printf("\n\n");
    printf("SIZES OF DATA TYPES AND POINTERS TO THOSE RESPECTIVE DATA TYPES ARE : \n\n");
    printf("Size of (int) : %d \t \t \t Size of pointer to int (int*) : %d \t \t \t Size of pointer to pointer to int (int**) : %d\n\n", sizeof(int), sizeof(int*), sizeof(int**));
    printf("Size of (float) : %d \t \t \t Size of pointer to float (float*) : %d \t \t \t Size of pointer to pointer to float (float**) : %d\n\n", sizeof(float), sizeof(float*), sizeof(float**));
    printf("Size of (double) : %d \t \t \t Size of pointer to double (double*) : %d \t \t \t Size of pointer to pointer to double (double**) : %d\n\n", sizeof(double), sizeof(double*), sizeof(double**));
    printf("Size of (char) : %d \t \t \t Size of pointer to char (char*) : %d \t \t \t Size of pointer to pointer to char (char**) : %d\n\n", sizeof(char), sizeof(char*), sizeof(char**));
    printf("Size of (struct Employee) : %d \t \t Size of pointer to struct Employee (struct Employee*) : %d \t \t \t Size of pointer to pointer to struct Employee (struct Employee**) : %d\n\n", sizeof(struct Employee), sizeof(struct Employee*), sizeof(struct Employee**));

    return(0);
}

```