Structures ASSIGNMENT

```
#include<stdio.h>
#include<conio.h>
struct employees details
{
  char name[20];
  int employee_id;
  int exp;
  int sal;
};
int main(){
  int i;
  struct employees_details database[5];
  for (i=0;i<5;i++)
  {
  printf("Enter name of employee %d:",i+1);
  scanf("%s",database[i].name);
  printf("Enter Employee id:.");
  scanf("%d",&database[i].employee_id);
  printf("Enter experience of the employee:");
  scanf("%d",&database[i].exp);
  printf("Enter the salary:");
  scanf("%d",&database[i].sal);
```

```
for (i=0;i<5;i++)
{
    printf("\nName of Employee %d: %s",i+1,database[i].name);
    printf("\nEmployee id:. %d",database[i].employee_id);
    printf("\nEmployee Experience:. %d",database[i].exp);
    printf("\nEmployee Salary:. %d",database[i].sal);
}
return 0;
}</pre>
```

```
Inter Employee id:.1
Inter experience of the employee:5
Inter the salary:100000
Inter name of employee 4:Momo
Inter Employee id:.1234
Inter experience of the employee:5
Inter name of employee 5:Tingi
Inter the salary:99500
Inter name of employee 5:Tingi
Inter Employee id:.555
Inter Employee id:.555
Inter experience of the employee:99
Inter the salary:200000

Name of Employee 1: AJ
Imployee id:.69
Imployee Experience:.16
Imployee Salary:.100000
Inter name of Employee 2: AS
Imployee Inter the salary:200000
Inter name of Employee 3: AS
Imployee Salary:.100000
Inter name of Employee 3: AS
Imployee Experience:.96
Imployee Salary:.99000
Inter name of Employee 3: Shit
Imployee id:.1
Imployee Inter name of Employee 3: Shit
Imployee id:.1
Imployee Experience:.5
Imployee Inter name of Employee 3: Momo
Imployee Inter name of Employee 3: Tingi
Imployee Experience:.5
Imployee Experience:.5
Imployee Experience:.9
Imployee Experience:.9
Imployee Experience:.99
Imployee Experience:.99
Imployee Salary:.200000
Process returned 0 (0x0) execution time: 220.136 s
```