Assignment 13

In void main-

```
//1. Student (rollNo, name, marks)

#include<stdio.h>

struct Student{

        int rollNo;
        char name[30];
        double marks;
};

void main(){

        struct Student s1,s2;

        s1.rollNo=34;
        strcpy(s1.name,"Tanvi");
        s1.marks=87;


        printf("Roll No.:%d\n",s1.rollNo);
        printf("Name:%s\n",s1.name);
        printf("Marks:%lf",s1.marks);
```

```
        printf("\nEnter Student RollNo:");
        scanf("%d",&s2.rollNo);

        printf("Enter Student name:");
        scanf("%s",&s2.name);

        printf("Enter the marks:");
        scanf("%lf",&s2.marks);

        printf("Roll No.:%d\n",s2.rollNo);
        printf("Name:%s\n",s2.name);
        printf("Marks:%lf",s2.marks);
}

//2. Employee (id, name, salary)

#include<stdio.h>
#include<string.h>

struct Employee{

        int eId;
        char name[30];
        double salary;
```

```
};

void main(){

        struct Employee emp1,emp2;
   emp1.eId=234;
   strcpy(emp1.name,"Satish");
   emp1.salary=50000;

        printf("Emp Id.:%d\n",emp1.eId);
        printf("Name:%s\n",emp1.name);
        printf("Salary:%lf",emp1.salary);



        printf("\nEnter Employee Id:");
        scanf("%d",&emp2.eId);

        printf("Enter Employee name:");
        scanf("%s",&emp2.name);

        printf("Enter the Salary:");
        scanf("%lf",&emp2.salary);


        printf("Emp Id.:%d\n",emp2.eId);
```

```
        printf("Name:%s\n",emp2.name);
        printf("Salary:%lf",emp2.salary);
}


//3. Admin (id, name, salary, allowance)

#include<stdio.h>
#include<string.h>

struct Admin{

        int id;
        char name[30];
        double salary;
        double allowance;

};


void main(){

        struct Admin a1,a2;

        a1.id=123;
        strcpy(a1.name,"Shruti");
```

```
        a1.salary=35000;
        a1.allowance=3000;

        printf("Id:%d\n",a1.id);
        printf("Name:%s\n",a1.name);
        printf("Salary:%lf\n",a1.salary);
        printf("Allowance:%lf",a1.allowance);

        printf("\nEnter the admin id:");
        scanf("%d",&a2.id);


        printf("Enter the Name:");
        scanf("%s",&a2.name);

        printf("Enter the salary :");
        scanf("%lf",&a2.salary);

        printf("Enter the Allowance:");
        scanf("%lf",&a2.allowance);

        printf("Id:%d\n",a2.id);
        printf("Name:%s\n",a2.name);
        printf("Salary:%lf\n",a2.salary);
        printf("Allowance:%lf",a2.allowance);
}
```

```
//4. HR (id, name, salary, commission)



#include<stdio.h>
#include<string.h>

struct HR{

        int id;
        char name[30];
        double salary;
        double comission;

};


void main(){

        struct HR hr1,hr2;

        hr1.id=123;
        strcpy(hr1.name,"Shruti");
        hr1.salary=35000;
        hr1.comission=3000;

        printf("Id:%d\n",hr1.id);
```

```
printf("Name:%s\n",hr1.name);
printf("Salary:%lf\n",hr1.salary);
printf("Comission:%lf",hr1.comission);

printf("\nEnter the HR id:");
scanf("%d",&hr2.id);


printf("Enter the Name:");
scanf("%s",&hr2.name);

printf("Enter the salary :");
scanf("%lf",&hr2.salary);

printf("Enter the comission:");
scanf("%lf",&hr2.comission);

printf("Id:%d\n",hr2.id);
printf("Name:%s\n",hr2.name);
printf("Salary:%lf\n",hr2.salary);
printf("Comission:%lf",hr2.comission);



}
```

```
//5. SalesManager (id, name, salary, incentive, target)
#include<stdio.h>
#include<string.h>

struct SalesManager{

        int id;
        char name[30];
        double salary;
        float incentive;
        double target;

};
void main(){

        struct SalesManager s1,s2;

        s1.id=123;
        strcpy(s1.name,"Shruti");
        s1.salary=35000;
        s1.incentive=30.23;
        s1.target=300000;

        printf("Id:%d\n",s1.id);
        printf("Name:%s\n",s1.name);
        printf("Salary:%lf\n",s1.salary);
```

```
printf("Incentive:%f\n",s1.incentive);
printf("Target:%lf",s1.target);

printf("\nEnter the SaleManager id:");
scanf("%d",&s2.id);


printf("Enter the Name:");s
scanf("%s",&s2.name);

printf("Enter the salary :");
scanf("%lf",&s2.salary);

printf("Enter the Incentive:");
scanf("%f",&s2.incentive);

printf("Enter the Target:");
scanf("%lf",&s2.target);
printf("Id:%d\n",s2.id);
printf("Name:%s\n",s2.name);
printf("Salary:%lf\n",s2.salary);
printf("Incentive:%f\n",s2.incentive);
printf("Targer:%lf",s2.target);


}
```

```
//6. Date (date, month, year)

#include<stdio.h>
#include<string.h>

struct  Date{

        int date;
        char month[10];
        int year;
};

void main(){

        struct Date d1,d2;

   d1.date=23;
   strcpy(d1.month,"March");
   d1.year=2000;

   printf("%d %s %d",d1.date,d1.month,d1.year);


   printf("\nEnter the date:");
   scanf("%d",&d2.date);
```

```
    printf("Enter the month:");
    scanf("%s",&d2.month);

    printf("Enter the year:");
    scanf("%d",&d2.year);

     printf("%d %s %d",d2.date,d2.month,d2.year);



}



//7. Time (hour, min, sec)

#include<stdio.h>
#include<string.h>

struct  Time{

        int hour;
        int min;
        int sec;
};
```

```
void main(){

        struct Time t1,t2;

   t1.hour=3;
   t1.min=20;
   t1.sec=20;

   printf("Time:%d hours %d minutes %d seconds",t1.hour,t1.min,t1.sec);



   printf("\nEnter the hour:");
   scanf("%d",&t2.hour);

   printf("Enter the minutes:");
   scanf("%d",&t2.min);

   printf("Enter the seconds:");
   scanf("%d",&t2.sec);

   printf("Time:%d hours %d minutes %d seconds",t2.hour,t2.min,t2.sec);



}
```

```
//8. Distance ( feet, inch)

#include<stdio.h>
#include<string.h>
struct Distance{

	int feet;
	int inch;
};
void main(){
	struct Distance d1,d2;

	d1.feet=3;
	d1.inch=23;

	printf("Feet:%d Inch:%d",d1.feet,d1.inch);

	printf("\nEnter the feet:");
	scanf("%d",&d2.feet);

	printf("Enter the inch:");
	scanf("%d",&d2.inch);
	printf("Feet:%d Inch:%d",d2.feet,d2.inch);


}
```

```
//9. Complex (real, imaginary)

#include <stdio.h>

struct Complex {
   int real;
   int imaginary;
};

void main() {
   struct Complex c1,c2;

   c1.real = 2;
   c1.imaginary = 3;

   printf("Complex Number: %d + %di\n", c1.real, c1.imaginary);

   printf("Enter the real number:");
   scanf("%d",&c2.real);

     printf("Enter the real number:");
   scanf("%d",&c2.imaginary);

   printf("Complex Number: %d + %di\n", c2.real, c2.imaginary);

 }
```

```
//10. Product (id, name, quantity, price)

#include<stdio.h>
#include<string.h>

struct Product{

	int id;
	char name[20];
	int quantity;
	float price;

};


void main(){

	struct Product p1 , p2;

	p1.id=2345;
	strcpy(p1.name,"Brush");
	p1.quantity=3;
	p1.price=30;

	printf("Product Id:%d\n",p1.id);
```

```
    printf("Product Name:%s\n",p1.name);
    printf("Product Quantity:%d\n",p1.quantity);
    printf("Product Price:%f\n",p1.price);


    printf("Enter Product Id: ");
    scanf("%d",&p2.id);

    printf("Enter Product Name: ");
    scanf("%s",&p2.name);

    printf("Enter Product Quantity: ");
    scanf("%d",&p2.quantity);

    printf("Enter Product price: ");
    scanf("%f",&p2.price);


    printf("Product Id:%d\n",p2.id);
    printf("Product Name:%s\n",p2.name);
    printf("Product Quantity:%d\n",p2.quantity);
    printf("Product Price:%f\n",p2.price);

}
```

Using function (store , display) -> pass by value

```
//1. Student (rollNo, name, marks)

#include<stdio.h>

typedef struct Student{

        int rollno;
        char name[20];
        int marks;



}Student;

Student store();
void display(Student s1);

void main(){

        Student s1;

        s1=store(s1);

        display(s1);
```

```
}

Student store(Student s1){

        printf("Enter Roll no of the Student:");
        scanf("%d",&s1.rollno);

        printf("\nEnter Name of Student:");
        scanf("%s",s1.name);

        printf("\nEnter the marks of the Student:");
        scanf("%d",&s1.marks);

        return s1;
}

void display(Student s1){

        printf("\nRoll No:%d",s1.rollno);
        printf("\nName:%s",s1.name);
        printf("\nMarks:%d",s1.marks);
}
```

```
//2. Employee (id, name, salary)



#include<stdio.h>

typedef struct Employee{

        int id;
        char name[20];
        int salary;

}Employee;

Employee store(Employee e1);
void display(Employee e1);

void main(){

        Employee e1;

        e1=store(e1);
        display(e1);
}
Employee store(Employee e1){

        printf("Enter Id of the Employee:");
```

```
	scanf("%d",&e1.id);

	printf("\nEnter Name of the employee:");
	scanf("%s",e1.name);

	printf("\nEnter the salary of the Employee:");
	scanf("%d",&e1.salary);

	return e1;
}
void display(Employee e1){

	printf("\nEmployee Id:%d",e1.id);
	printf("\nEmployee Name:%s",e1.name);
	printf("\nSalary:%d",e1.salary);
}



//3. Admin (id, name, salary, allowance)

#include<stdio.h>

typedef struct Admin{

	int id;
	char name[20];
```

```
        double salary;
        double allowance;
}Admin;

Admin store(Admin a1);
void display(Admin a1);

void main(){

        Admin a1;

        a1=store(a1);
        display(a1);
}

Admin store(Admin a1){

        printf("\nEnter the admin id:");
        scanf("%d",&a1.id);


        printf("Enter the Name:");
        scanf("%s",a1.name);

        printf("Enter the salary :");
        scanf("%lf",&a1.salary);
```

```
	printf("Enter the Allowance:");
	scanf("%lf",&a1.allowance);

	return a1;
}

void display(Admin a1){

	printf("Id:%d\n",a1.id);
	printf("Name:%s\n",a1.name);
	printf("Salary:%lf\n",a1.salary);
	printf("Allowance:%lf",a1.allowance);
}

//4. HR (id, name, salary, commission)
#include<stdio.h>

typedef struct HR{

	int id;
	char name[30];
	double salary;
	double comission;
}HR;
```

```
HR store(HR h1);
void display(HR h1);
void main(){

        HR h1;
        h1=store(h1);
        display(h1);
}

HR store(HR h1){

        printf("\nEnter the HR id:");
        scanf("%d",&h1.id);


        printf("Enter the Name:");
        scanf("%s",h1.name);

        printf("Enter the salary :");
        scanf("%lf",&h1.salary);

        printf("Enter the comission:");
        scanf("%lf",&h1.comission);

        return h1;
}
```

```
void display(HR h1){

	printf("Id:%d\n",h1.id);
	printf("Name:%s\n",h1.name);
	printf("Salary:%lf\n",h1.salary);
	printf("Comission:%lf",h1.comission);
}



//5. SalesManager (id, name, salary, incentive, target)

#include<stdio.h>

typedef struct SalesManager{

	int id;
	char name[30];
	double salary;
	float incentive;
	double target;
}SalesManager;

SalesManager store(SalesManager s1);
void display(SalesManager s1);
```

```
void main(){

        SalesManager s1;

        s1=store(s1);
         display(s1);

}

SalesManager store(SalesManager s1){

        printf("\nEnter the SaleManager id:");
        scanf("%d",&s1.id);


        printf("Enter the Name:");
        scanf("%s",s1.name);

        printf("Enter the salary :");
        scanf("%lf",&s1.salary);

        printf("Enter the Incentive:");
        scanf("%f",&s1.incentive);

        printf("Enter the Target:");
```

```
	scanf("%lf",&s1.target);

	return s1;


}

void display(SalesManager s1){

		printf("Id:%d\n",s1.id);
	printf("Name:%s\n",s1.name);
	printf("Salary:%lf\n",s1.salary);
	printf("Incentive:%f\n",s1.incentive);
	printf("Target:%lf",s1.target);
}


//6. Date (date, month, year)

#include<stdio.h>

typedef struct  Date{

	int date;
	char month[10];
	int year;
```

```
}Date;

Date store(Date d1);
void display(Date d1);

void main(){

        Date d1;
        d1=store(d1);
        display(d1);
}
Date store(Date d1){

         printf("\nEnter the date:");
   scanf("%d",&d1.date);

   printf("Enter the month:");
   scanf("%s",&d1.month);

   printf("Enter the year:");
   scanf("%d",&d1.year);

   return d1;
}
void display(Date d1){
```

```
        printf("%d %s %d",d1.date,d1.month,d1.year);
}


//7. Time (hour, min, sec)

#include<stdio.h>

typedef struct  Time{

        int hour;
        int min;
        int sec;
}Time;

Time store(Time t1);
void display(Time t1);

void main(){

        Time t1;

        t1=store(t1);
        display(t1);
}
```

```
Time store(Time t1){


   printf("\nEnter the hour:");
   scanf("%d",&t1.hour);

   printf("Enter the minutes:");
   scanf("%d",&t1.min);

   printf("Enter the seconds:");
   scanf("%d",&t1.sec);

   return t1;
}

void display(Time t1){

        printf("Time:%d hours %d minutes %d seconds",t1.hour,t1.min,t1.sec);
}


//8. Distance ( feet, inch)
#include<stdio.h>


typedef struct Distance{
```

```
        int feet;
        int inch;
}Distance;

Distance store(Distance d1);
void display(Distance d1);

void main(){

        Distance d1;
        d1=store(d1);
        display(d1);
}

Distance store(Distance d1){

        printf("\nEnter the feet:");
        scanf("%d",&d1.feet);

        printf("Enter the inch:");
        scanf("%d",&d1.inch);

        return d1;
}
```

```
void display(Distance d1){

	printf("Feet:%d Inch:%d",d1.feet,d1.inch);

	}




	//9. Complex (real, imaginary)

#include<stdio.h>

typedef struct Complex{

	int imaginary;
	int real;
}Complex;



Complex store(Complex c){

	printf("Enter value of real no.:");
	scanf("%d",&c.real);
```

```
	printf("Enter value of imaginary no.:");
	scanf("%d",&c.imaginary);

	return c;
}

void display(Complex  c2){
	printf("Complex No.=%d+%di",c2.real,c2.imaginary);
}

void main(){

	Complex c1;
	c1 =store(c1);
	display(c1);
}

//10. Product (id, name, quantity, price)

#include<stdio.h>

typedef struct Product{

	int id;
	char name[20];
	int quantity;
```

```
        float price;

}Product;

Product store(Product p1);
void display(Product p1);

void main(){

        Product p1;

        p1=store(p1);

        display(p1);
}

Product store(Product p1){

        printf("Enter Product Id: ");
        scanf("%d",&p1.id);

        printf("Enter Product Name: ");
        scanf("%s",p1.name);

        printf("Enter Product Quantity: ");
        scanf("%d",&p1.quantity);
```

```
        printf("Enter Product price: ");
        scanf("%f",&p1.price);


    return p1;

}

void display(Product p1){

        printf("Product Id:%d\n",p1.id);
        printf("Product Name:%s\n",p1.name);
        printf("Product Quantity:%d\n",p1.quantity);
        printf("Product Price:%f\n",p1.price);

}
```

-> pass one structure variable to function by address

```
//1. Student (rollNo, name, marks)

#include<stdio.h>

typedef struct Student{

        int rollno;
        char name[20];
        int marks;


}Student;

Student store(Student* s1);
void display(Student* s1);

void main(){

        Student s1;

        store(&s1);

        display(&s1);
```

```
}

Student store(Student* s1){

        printf("Enter Roll no of the Student:");
        scanf("%d",&s1->rollno);

        printf("\nEnter Name of Student:");
        scanf("%s",&s1->marks);

        printf("\nEnter the marks of the Student:");
        scanf("%d",&s1->marks);



}

void display(Student* s1){

        printf("\nRoll No:%d",s1->rollno);
        printf("\nName:%s",s1->name);
        printf("\nMarks:%d",s1->marks);
}
```

```
//2. Employee (id, name, salary)



#include<stdio.h>

typedef struct Employee{

	int id;
	char name[20];
	int salary;

}Employee;

Employee store(Employee* e1);
void display(Employee* e1);

void main(){

	Employee e1;

	store(&e1);
	display(&e1);
}
Employee store(Employee* e1){

	printf("Enter Id of the Employee:");
```

```
        scanf("%d",&e1->id);

        printf("\nEnter Name of the employee:");
        scanf("%s",e1->name);

        printf("\nEnter the salary of the Employee:");
        scanf("%d",&e1->salary);



}
void display(Employee* e1){

        printf("\nEmployee Id:%d",e1->id);
        printf("\nEmployee Name:%s",e1->name);
        printf("\nSalary:%d",e1->salary);
}




//3. Admin (id, name, salary, allowance)

#include<stdio.h>

typedef struct Admin{
```

```
        int id;
        char name[20];
        double salary;
        double allowance;
}Admin;

void  store(Admin* a1);
void display(Admin* a1);

void main(){

        Admin a1;

        store(&a1);
        display(&a1);
}

void store(Admin* a1){

        printf("\nEnter the admin id:");
        scanf("%d",&a1->id);


        printf("Enter the Name:");
        scanf("%s",a1->name);
```

```
	printf("Enter the salary :");
	scanf("%lf",&a1->salary);

	printf("Enter the Allowance:");
	scanf("%lf",&a1->allowance);


}

void display(Admin* a1){

	printf("Id:%d\n",a1->id);
	printf("Name:%s\n",a1->name);
	printf("Salary:%lf\n",a1->salary);
	printf("Allowance:%lf",a1->allowance);
}



//4. HR (id, name, salary, commission)

#include<stdio.h>

typedef struct HR{

	int id;
```

```
        char name[30];
        double salary;
        double comission;
}HR;

void store(HR* h1);
void display(HR* h1);

void main(){

        HR h1;
        store(&h1);
        display(&h1);
}

void store(HR* h1){

        printf("\nEnter the HR id:");
        scanf("%d",&h1->id);


        printf("Enter the Name:");
        scanf("%s",h1->name);

        printf("Enter the salary :");
        scanf("%lf",&h1->salary);
```

```
        printf("Enter the comission:");
        scanf("%lf",&h1->comission);


}

void display(HR* h1){

        printf("Id:%d\n",h1->id);
        printf("Name:%s\n",h1->name);
        printf("Salary:%lf\n",h1->salary);
        printf("Comission:%lf",h1->comission);
}




//5. SalesManager (id, name, salary, incentive, target)

#include<stdio.h>

typedef struct SalesManager{

        int id;
        char name[30];
```

```
        double salary;
        float incentive;
        double target;
}SalesManager;

SalesManager store(SalesManager* s1);
void display(SalesManager* s1);

void main(){

        SalesManager s1;

        store(&s1);
         display(&s1);

}

SalesManager store(SalesManager* s1){

        printf("\nEnter the SaleManager id:");
        scanf("%d",&s1->id);


        printf("Enter the Name:");
        scanf("%s",&s1->id);
```

```
        printf("Enter the salary :");
        scanf("%lf",&s1->salary);

        printf("Enter the Incentive:");
        scanf("%f",&s1->incentive);

        printf("Enter the Target:");
        scanf("%lf",&s1->target);



}

void display(SalesManager* s1){

                printf("Id:%d\n",s1->id);
        printf("Name:%s\n",s1->name);
        printf("Salary:%lf\n",s1->salary);
        printf("Incentive:%f\n",s1->incentive);
        printf("Target:%lf",s1->target);
}



//6. Date (date, month, year)
```

```
#include<stdio.h>

typedef struct  Date{

        int date;
        char month[10];
        int year;
}Date;


void store(Date* d1);
void display(Date* d1);



void main(){

        Date d1;
        store(&d1);
        display(&d1);
}


void  store(Date* d1){

         printf("\nEnter the date:");
```

```
    scanf("%d",&d1->date);

    printf("Enter the month:");
    scanf("%s",d1->month);

    printf("Enter the year:");
    scanf("%d",&d1->year);


}


void display(Date* d1){

        printf("%d %s %d",d1->date,d1->month,d1->year);
}



//7. Time (hour, min, sec)

#include<stdio.h>

typedef struct  Time{

        int hour;
```

```
        int min;
        int sec;
}Time;

void store(Time* t1);
void display(Time* t1);

void main(){

        Time t1;

        store(&t1);
        display(&t1);
}

void store(Time* t1){


   printf("\nEnter the hour:");
   scanf("%d",&t1->hour);

   printf("Enter the minutes:");
   scanf("%d",&t1->min);

   printf("Enter the seconds:");
   scanf("%d",&t1->sec);
```

```
}

void display(Time* t1){

	printf("Time:%d hours %d minutes %d seconds",t1->hour,t1->hour,t1->sec);
}
```

```
//8. Distance ( feet, inch)

#include<stdio.h>

typedef struct Distance{

	int feet;
	int inch;
}Distance;

void store(Distance* d1);
void display(Distance* d1);

void main(){
```

```
	Distance d1;
	store(&d1);
	display(&d1);
}

void store(Distance* d1){

	printf("\nEnter the feet:");
	scanf("%d",&d1->feet);

	printf("Enter the inch:");
	scanf("%d",&d1->inch);



}

void display(Distance* d1){

	printf("Feet:%d Inch:%d",d1->feet,d1->inch);

	}
```

```
//9. Complex (real, imaginary)

#include<stdio.h>

typedef struct Complex{

	int imaginary;
	int real;
}Complex;



Complex store(Complex* c){

	printf("Enter value of real no.:");
	scanf("%d",&c->real);

	printf("Enter value of imaginary no.:");
	scanf("%d",&c->imaginary);



}

void display(Complex*  c2){
	printf("Complex No.= %d+%di",c2->real,c2->imaginary);
```

```
}

void main(){

	Complex c1;
	store(&c1);
	display(&c1);
}




//10. Product (id, name, quantity, price)

#include<stdio.h>

typedef struct Product{

	int id;
	char name[20];
	int quantity;
	float price;

}Product;

void store(Product* p1);
```

```
void display(Product* p1);

void main(){

	Product p1;

	store(&p1);

	display(&p1);
}

void store(Product* p1){

	printf("Enter Product Id: ");
	scanf("%d",&p1->id);

	printf("Enter Product Name: ");
	scanf("%s",p1->name);

	printf("Enter Product Quantity: ");
	scanf("%d",&p1->quantity);

	printf("Enter Product price: ");
	scanf("%f",&p1->price);
```

```
}

void display(Product* p1){

	printf("Product Id:%d\n",p1->id);
	printf("Product Name:%s\n",p1->name);
	printf("Product Quantity:%d\n",p1->quantity);
	printf("Product Price:%f\n",p1->price);

}
```

-> pass by address (array)

```
//1. Student (rollNo, name, marks)

#include<stdio.h>

typedef struct Student{

	int rollno;
	char name[20];
	int marks;
```

```
}Student;

void store(Student sarr[],int size);
void display(Student sarr[],int size);

void main(){

        int size=4;
        Student sarr[size];

        store(sarr,size);

        display(sarr,size);

}

void store(Student sarr[],int size){
        int i;

        for(i=0;i<size;i++){

        printf("Enter Roll no of the Student:");
        scanf("%d",&sarr[i].rollno);

        printf("\nEnter Name of Student:");
```

```
        scanf("%s",sarr[i].name);

        printf("\nEnter the marks of the Student:");
        scanf("%d",&sarr[i].marks);
        }


}

void display(Student sarr[],int size){

int i;
for(i=0;i<size;i++){

        printf("\nRoll No:%d",sarr[i].rollno);
        printf("\nName:%s",sarr[i].name);
        printf("\nMarks:%d",sarr[i].marks);
}

}



//2. Employee (id, name, salary)
```

```
#include<stdio.h>

typedef struct Employee{

        int id;
        char name[20];
        int salary;

}Employee;



void store(Employee arr[],int size);

void display(Employee arr[],int size);

void main(){
        int size=3;

        Employee arr[size];

   store(arr,size);
        display(arr,size);
}
void store(Employee arr[],int size){
        int i;
```

```
for (i=0;i<size;i++){
                printf("Enter Id of the Employee:");
        scanf("%d",&arr[i].id);

        printf("\nEnter Name of the employee:");
        scanf("%s",arr[i].name);

        printf("\nEnter the salary of the Employee:");
        scanf("%d",&arr[i].salary);

}
}
void display(Employee arr[],int size){

        int i;

        for(i=0;i<size;i++){

        printf("\nEmployee Id:%d",arr[i].id);
        printf("\nEmployee Name:%s",arr[i].name);
        printf("\nSalary:%d",arr[i].salary);

        }
}
```

```
//3. Admin (id, name, salary, allowance)

#include<stdio.h>

typedef struct Admin{

	int id;
	char name[20];
	double salary;
	double allowance;
}Admin;


void store(Admin* arr,int size);
void display(Admin* arr,int size);

void main(){

	Admin arr[3];

	store (arr,3);
	display(arr,3);
}

void store(Admin* arr,int size){
```

```
        int i;

        for(i=0;i<size;i++){

        printf("\nEnter the admin id:");
        scanf("%d",&arr[i].id);


        printf("Enter the Name:");
        scanf("%s",arr[i].name);

        printf("Enter the salary :");
        scanf("%lf",&arr[i].salary);

        printf("Enter the Allowance:");
        scanf("%lf",&arr[i].allowance);
        }


}

void display(Admin* arr,int size){

        int i;
        for(i=0;i<size;i++){
```

```
        printf("Id:%d\n",arr[i].id);
        printf("Name:%s\n",arr[i].name);
        printf("Salary:%lf\n",arr[i].salary);
        printf("Allowance:%lf",arr[i].allowance);
        }
}



//4. HR (id, name, salary, commission)

typedef struct HR{

        int id;
        char name[30];
        double salary;
        double comission;
}HR;

void store(HR* hrr,int size);
void display(HR* hrr,int size);

void main(){

        HR hrr[3];
```

```
        store(hrr,3);

        display(hrr,3);
}

void store(HR* hrr,int size){

  int i;
  for(i=0;i<size;i++){

        printf("\nEnter the HR id:");
        scanf("%d",&hrr[i].id);


        printf("Enter the Name:");
        scanf("%s",hrr[i].name);

        printf("Enter the salary :");
        scanf("%lf",&hrr[i].salary);

        printf("Enter the comission:");
        scanf("%lf",&hrr[i].comission);
  }
}
```

```
void display(HR* hrr,int size){

	int i;
for(i=0;i<size;i++){

	printf("Id:%d\n",hrr[i].id);
	printf("Name:%s\n",hrr[i].name);
	printf("Salary:%lf\n",hrr[i].salary);
	printf("Comission:%lf",hrr[i].comission);



}

}
```

```
//5. SalesManager (id, name, salary, incentive, target)

#include<stdio.h>

typedef struct SalesManager{

	int id;
```

```
        char name[30];
        double salary;
        float incentive;
        double target;
}SalesManager;

void store(SalesManager* arr,int size);
void display(SalesManager* arr,int size);

void main(){

        SalesManager arr[3];

        store(arr,3);

        display(arr,3);
}

void store(SalesManager* arr,int size){

        int i;
        for(i=0;i<size;i++){

        printf("\nEnter the SaleManager id:");
        scanf("%d",&arr[i].id);
```

```
        printf("Enter the Name:");
        scanf("%s",arr[i].name);

        printf("Enter the salary :");
        scanf("%lf",&arr[i].salary);

        printf("Enter the Incentive:");
        scanf("%f",&arr[i].incentive);

        printf("Enter the Target:");
        scanf("%lf",&arr[i].target);
        }
}

void display(SalesManager* arr,int size){
        int i;
        for(i=0;i<size;i++){

        printf("Id:%d\n",arr[i].id);
        printf("Name:%s\n",arr[i].name);
        printf("Salary:%lf\n",arr[i].salary);
        printf("Incentive:%f\n",arr[i].incentive);
        printf("Target:%lf",arr[i].target);
        }
}
```

```
//6. Date (date, month, year)

#include<stdio.h>

typedef struct  Date{

	int date;
	char month[10];
	int year;
}Date;

void store(Date* drr,int size);
void display(Date* drr,int size);

void main(){

	Date drr[5];

	store(drr,5);
	display(drr,5);
}

void store(Date* drr,int size){
```

```
        int i;
        for(i=0;i<size;i++){
                printf("\nEnter the date:");
   scanf("%d",&drr[i].date);

   printf("Enter the month:");
   scanf("%s",drr[i].month);

   printf("Enter the year:");
   scanf("%d",&drr[i].year);
        }
}

void display(Date* drr,int size){

        int i;
        for(i=0;i<size;i++){


         printf("%d %s %d\n",drr[i].date,drr[i].month,drr[i].year);
        }
}
```

```
//7. Time (hour, min, sec)

#include<stdio.h>

typedef struct  Time{

	int hour;
	int min;
	int sec;
}Time;

void store(Time* trr,int size);
void display(Time* trr,int size);

void main(){

	Time trr[3];

	store(trr,3);
	display(trr,3);
}

void store(Time* trr,int size){

	int i;
```

```
        for(i=0;i<size;i++){

                printf("\nEnter the hour:");
   scanf("%d",&trr[i].hour);

   printf("Enter the minutes:");
   scanf("%d",&trr[i].min);

   printf("Enter the seconds:");
   scanf("%d",&trr[i].sec);
        }
}

void display(Time* trr,int size){

int i;
for(i=0;i<size;i++){
                printf("Time:%d hours %d minutes %d
seconds\ns",trr[i].hour,trr[i].min,trr[i].sec);
}
}



//8. Distance ( feet, inch)
#include<stdio.h>

typedef struct Distance{
```

```
        int feet;
        int inch;
}Distance;

void display(Distance* drr,int size);
void store(Distance* drr,int size);

void main(){

        Distance drr[3];

        store(drr,3);

        display(drr,3);

}

void store(Distance* drr,int size){

        int i;
        for(i=0;i<size;i++){

        printf("\nEnter the feet:");
        scanf("%d",&drr[i].feet);
```

```
        printf("Enter the inch:");
        scanf("%d",&drr[i].inch);

        }

}

void display(Distance* drr,int size){

        int i;
        for(i=0;i<size;i++){

                printf("Feet:%d Inch:%d",drr[i].feet,drr[i].inch);
        }
}




//9. Complex (real, imaginary)

#include<stdio.h>

typedef struct Complex{

        int imaginary;
```

```
        int real;
}Complex;


void main(){

        Complex crr[3];

        store(crr,3);
        display(crr,3);

}

void store (Complex* crr,int size){

        int i;

        for(i=0;i<size;i++){


        printf("Enter value of real no.:");
        scanf("%d",&crr[i].real);

        printf("Enter value of imaginary no.:");
        scanf("%d",&crr[i].imaginary);
        }
```

```
}

void display(Complex* crr,int size){
	int i;
	for(i=0;i<size;i++){

			printf("Complex No.=%d+%di\n",crr[i].real,crr[i].imaginary);
	}
}



//10. Product (id, name, quantity, price)

#include <stdio.h>

typedef struct Product {
   int id;
   char name[20];
   int quantity;
   float price;
} Product;


void storeArray(Product arr[], int size);
void display(Product arr[], int size);
```

```
void main() {

    int size = 3;
    Product arr[size];



    storeArray(arr, size);



    display(arr, size);



}



void storeArray(Product arr[], int size) {

          int i;
    for ( i = 0; i < size; i++) {

        printf("Enter Product Id: ");
        scanf("%d", &arr[i].id);

        printf("Enter Product Name: ");
        scanf("%s", arr[i].name);
```

```
        printf("Enter Product Quantity: ");
        scanf("%d", &arr[i].quantity);

        printf("Enter Product Price: ");
        scanf("%f", &arr[i].price);
    }
}


void display(Product arr[], int size) {
          int i;

    for (i = 0; i < size; i++) {
        printf("\nProduct %d:\n", i + 1);
        printf("Id: %d\n", arr[i].id);
        printf("Name: %s\n", arr[i].name);
        printf("Price: %.2f\n", arr[i].price);
        printf("Quantity: %d\n", arr[i].quantity);
    }
}
```