#include <stdio.h>

#include <stdlib.h>

struct Employee {

char fname[20];

char lname[20];

double salary;

};

struct Employee EmployeeArr1[100];

int main(void) {

printf("Size of Employee structure: %lu\n", sizeof(struct Employee));

printf("Size of Employee array 1: %lu\n", sizeof(EmployeeArr1));

struct Employee\* EmployeeArr2 = malloc(200 \* sizeof(\*EmployeeArr2));

printf("Size of Employee array 2: %lu\n", 200 \* sizeof(\*EmployeeArr2));

printf("Address of EmployeeArr1[0] = %lu\n", &EmployeeArr1[0]);

printf("Address of EmployeeArr1[99] = %lu\n", &EmployeeArr1[99]);

printf("Address of EmployeeArr2[0] = %lu\n", &EmployeeArr2[0]);

printf("Address of EmployeeArr2[99] = %lu\n", &EmployeeArr2[99]);

return 0;

}

Graphical user interface

Description automatically generated with medium confidence