```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);
}

```