Student:

```
#include<stdio.h>
#include<string.h>
struct student
{
	int roll_no;
	char name[20];
	void setroll(int r)
	{
		this->roll_no=r;
	}
	void setname(char* n)
	{
		strcpy(this->name,n);
	}
	void display()
	{
		printf("roll no %d is %s",this->roll_no,this->name);
	}
};
int main()
{
	student s1;
	s1.setroll(42);
	s1.setname("pragati");
```

```
	s1.display();
	return 0;
}
```

Employee:

```
#include<stdio.h>
#include<string.h>
struct employee
{
	int emp_id;
	char name[20];
	double salary;
	void setid(int i)
	{
		this->emp_id=i;
	}
	void setname(const char* n)
	{
		strcpy(this->name,n);
	}
	void setsalary(double s)
	{
		this->salary=s;
	}
	void display()
```

```
	{
		printf("\nemployees detail: \nid: %d \nname: %s  \nsalary: %.2lf",this->emp_id,this->name,this->salary);
	}
};
int main()
{
	employee e1;
	e1.setid(22);
	e1.setname("pragati");
	e1.setsalary(60000);
	e1.display();
	return 0;
}
```

Sales manager:

```
#include<stdio.h>
#include<string.h>
struct sales_man
{
	int id,target;
	char name[20];
	double salary,intensive;
	void setid(int i)
	{
		this->id=i;
```

```
	}
	void setname(const char* n)
	{
		strcpy(this->name,n);
	}
	void setsalary(double s)
	{
		this->salary=s;
	}
	void settarget(int t)
	{
		this->target=t;
	}
	void setintense(double in)
	{
		this->intensive=in;
	}
	void display()
	{
		printf("\nsales managers details:\nid: %d\nname: %s\nsalary: %lf\ntarget: %d\nintensive: %lf\n",this->id,this->name,this->salary,this->target,this->intensive);
	}
};
int main()
{
	sales_man m1;
```

```
	m1.setid(101);
	m1.setname("pragati");
	m1.setsalary(60000);
	m1.settarget(40);
	m1.setintense(5000);
	m1.display();
	return 0;
}
```

Admin:

```
#include<stdio.h>
#include<string.h>
struct admin
{
	int id;
	char name[20];
	double salary,allowance;
	void setid(int i)
	{
		this->id=i;
	}
	void setname(const char* n)
	{
		strcpy(this->name,n);
	}
```

```
	void setsalary(double s)
	{
		this->salary=s;
	}
	void setallow(double a)
	{
		this->allowance=a;
	}
	void display()
	{
		printf("\nadmins details:\nid: %d\nname: %s\nsalary: %lf\nallowance: %lf\n",this->id,this->name,this->salary,this->allowance);
	}
};
int main()
{
	admin a1;
	a1.setid(402);
	a1.setname("pragati");
	a1.setsalary(60000);
	a1.setallow(6000);
	a1.display();
	return 0;
}
```

Hr manager:

```
#include<stdio.h>
#include<string.h>
struct hr_manager
{
	int id;
	char name[20];
	double salary,commission;
	void setid(int i)
	{
		this->id=i;
	}
	void setname(const char* n)
	{
		strcpy(this->name,n);
	}
	void setsalary(double s)
	{
		this->salary=s;
	}
	void setcomm(double c)
	{
		this->commission=c;
	}
	void display()
	{
```

```
                printf("\nHR Managers detail: \nid: %d\nName: %s\nSalary: %lf\nCommission:
%lf\n",this->id,this->name,this->salary,this->commission);
        }
};
int main()
{
        hr_manager h1;
        h1.setid(202);
        h1.setname("pragati");
        h1.setsalary(60000);
        h1.setcomm(5000);
        h1.display();
        return 0;
}
```

Date:

```
#include<stdio.h>
struct date
{
        int day,month,year;
        void setday(int d)
        {
                this->day=d;
        }
        void setmonth(int m)
        {
```

```
		this->month=m;
	}
	void setyear(int y)
	{
		this->year=y;
	}
	void display()
	{
		printf("\n\n birth date is: \n %d/%d/%d",this->day,this->month,this->year);
	}
};
int main()
{
	date d1;
	d1.setday(23);
	d1.setmonth(4);
	d1.setyear(2001);
	d1.display();
	return 0;
}
```

Time:

```
#include<stdio.h>
struct time
{
```

```
        int hr,min,sec;
        void sethour(int h)
        {
                this->hr=h;
        }
        void setmin(int m)
        {
                this->min=m;
        }
        void setsec(int s)
        {
                this->sec=s;
        }
        void display()
        {
                printf("\ntime is: %d:%d:%d",this->hr,this->min,this->sec);
        }
};
void display(time*);
int main()
{
        time t1;
        t1.setsec(55);
        t1.setmin(49);
        t1.sethour(10);
```

```
	t1.display();
	return 0;
}
```

Distance:

```
#include<stdio.h>
struct distance
{
	int feet,inch;
	void setfeet(int f)
	{
		this->feet=f;
	}
	void setinch(int i)
	{
		this->inch=i;
	}
	void display()
{
	printf("\ndistance is: %d feet and %d inches\n",this->feet,this->inch);
}
};
int main()
{
	distance d1;
```

```
	d1.setfeet(5);
	d1.setinch(2);
	d1.display();
	return 0;
}
```

Complex:

```
#include<stdio.h>
struct complex
{
	int real,imag;
	void setreal(int r)
	{
		this->real=r;
	}
	void setimg(int i)
	{
		this->imag=i;
	}
	void display()
	{
		printf("complex number: %d+%di",this->real,this->imag);
	}
};
int main()
```

```
{
        complex c1;
        c1.setreal(10);
        c1.setimg(2);
        c1.display();
        return 0;
}
```