#include <stdio.h>

#include <string.h>

#define MAX\_EMPLOYEES 100

struct Employee {

char name[100];

int id;

float salary;

char job\_title[100];

};

struct Employee employees[MAX\_EMPLOYEES];

int num\_employees = 0;

void add\_employee() {

if (num\_employees >= MAX\_EMPLOYEES) {

printf("Cannot add more employees.\n");

return;

}

struct Employee new\_employee;

printf("Enter name: ");

scanf("%s", new\_employee.name);

printf("Enter employee ID: ");

scanf("%d", &new\_employee.id);

printf("Enter salary: ");

scanf("%f", &new\_employee.salary);

printf("Enter job title: ");

scanf("%s", new\_employee.job\_title);

employees[num\_employees++] = new\_employee;

printf("Employee added.\n");

}

void search\_employee() {

int id;

printf("Enter employee ID to search: ");

scanf("%d", &id);

for (int i = 0; i < num\_employees; i++) {

if (employees[i].id == id) {

printf("Employee found:\n");

printf("Name: %s\n", employees[i].name);

printf("ID: %d\n", employees[i].id);

printf("Salary: %.2f\n", employees[i].salary);

printf("Job title: %s\n", employees[i].job\_title);

return;

}

}

printf("Employee not found.\n");

}

void update\_employee\_salary() {

int id;

printf("Enter employee ID to update salary: ");

scanf("%d", &id);

for (int i = 0; i < num\_employees; i++) {

if (employees[i].id == id) {

printf("Enter new salary: ");

scanf("%f", &employees[i].salary);

printf("Salary updated.\n");

return;

}

}

printf("Employee not found.\n");

}

int main() {

int choice;

while (1) {

printf("\nEmployee Management System\n");

printf("1. Add employee\n");

printf("2. Search employee\n");

printf("3. Update employee salary\n");

printf("4. Exit\n");

printf("Enter choice: ");

scanf("%d", &choice);

switch (choice) {

case 1:

add\_employee();

break;

case 2:

search\_employee();

break;

case 3:

update\_employee\_salary();

break;

case 4:

printf("Exiting program.\n");

return 0;

default:

printf("Invalid choice. Please try again.\n");

}

}

}