**A2**

In this assignment, you will modify the previous assignment in order to practice pointers, pointer arithmetic, dynamic memory allocation and deallocation, parameter passing mechanisms, file handling, struct type, array, and separate compilation with the make utility. The requirements are as follows.

1. First, open employee.txt and replace “Devops” with “DevOps”. The file has two such occurrences.
2. Read the structure of the lines in the attached file that has the information of an employee of a company.

Define a struct data type named **Employee** that has employee code, social security number, first name, last name, department name, role, and salary. The employee code, S, indicates a salaried employee.

1. Store the read information of employees utilizing an array of pointers to Employee, where each pointer points to an object of Employee type that is dynamically allocated in the heap.
2. Create a function named **print\_dept\_info(Employee\*\*, int)** that displays the number of employees on each team and its average as shown in the sample outputs.
3. To have such a format of the output for each department, define a struct type named DeptInfo and store it in Employee.h
4. All the outputs must be well-organized. Precision for floating-point numbers must be set as shown.
5. Deallocate all the dynamically allocate memories used by your program before the main() exits.
6. Apply a separate compilation using the make utility. Without this met, no points will be awarded.
7. Your program must be readable with a program header, comments on each logical block/function, and proper indentations.
8. You can define your own functions and new data structures as needed except for Employee and print\_dept\_info() which must be used exactly as described above.