# Assignment No.13

## *By Pass by Value*

**Q1. Student (rollNo, name, marks)**

***-:Code :-***

```
//Student (rollNo, name, marks)
#include<stdio.h>
typedef struct Student{
        int rollNo;
        char name[20];
        int marks;
}Student;
Student store();
void display(Student);
void main(){
        Student s1,s2;
        s1=store();
        s2=store();
                printf("\n ...User define in Info... \n");
        printf("\n ---------------------------------------- \n");
        display(s1);
        printf("\n ---------------------------------------- \n");
        display(s2);
}
Student store(){
        Student s1;
        printf("Enter Student Roll No :");
        scanf("%d",&s1.rollNo);
        printf("Enter Student Name :");
        scanf("%s",s1.name);
        printf("Enter Student Marks :");
        scanf("%d",&s1.marks);
        return s1;
}
void display(Student s1){
        printf(" Student Roll No : %d \n",s1.rollNo);
        printf(" Student Name    : %s \n",s1.name);
        printf(" Student Marks   : %d \n",s1.marks);
}
```

**Q2. Employee (id, name, salary)**

***-:Code :-***

```
//Employee (id, name, salary)
#include<stdio.h>
typedef struct Employ{
        int Id;
        char name[20];
        float Salary;
}Employ;
Employ store();
void display(Employ);
void main(){
        Employ e1,e2;
        e1=store();
        e2=store();
                printf("\n ...User define in Info... \n");
        printf("\n ---------------------------------------- \n");
        display(e1);
        printf("\n ---------------------------------------- \n");
        printf("\n ---------------------------------------- \n");
        display(e2);
}
Employ store(){
        Employ e1;
        printf("Enter Employee Id :");
        scanf("%d",&e1.Id);
        printf("Enter Name :");
        scanf("%s",e1.name);
        printf("Enter Salary :");
        scanf("%f",&e1.Salary);
        return e1;
}
void display(Employ e1){
        printf(" Employee Id     : %d \n",e1.Id);
        printf(" Employee Name   : %s \n",e1.name);
        printf(" Employee        : %.2f \n",e1.Salary);
}
```

**Q3. Admin (id, name, salary, allowance)**

***-:Code :-***

```
//Admin (id, name, salary, allowance)
#include<stdio.h>
typedef struct Admin{
        int Id;
        char name[20];
        float Salary;
        float allo;
}Admin;
Admin store();
void display(Admin);

void main(){
        Admin a1,a2;
        a1=store();
        a2=store();
                printf("\n ...User define in Info... \n");
        printf("\n ---------------------------------------- \n");
        display(a1);


        printf("\n ---------------------------------------- \n");

        printf("\n ---------------------------------------- \n");
        display(a2);

}

Admin store(){
        Admin a1;
        printf("Enter Id :");
        scanf("%d",&a1.Id);
        printf("Enter Name :");
        scanf("%s",a1.name);
        printf("Enter Salary :");
        scanf("%f",&a1.Salary);
        printf("Enter Allowance :");
        scanf("%f",&a1.allo);
        return a1;
```

```
}
void display(Admin a1){
        printf(" Admin Id        : %d \n",a1.Id);
        printf(" Admin Name      : %s \n",a1.name);
        printf(" Admin Salary    : %.2f \n",a1.Salary);
        printf(" Admin Allowance : %.2f \n",a1.allo);
}
```

**Q4. HR (id, name, salary, commission)**

***-:<u>Code</u> :-***

```
//HR (id, name, salary, commission)
#include<stdio.h>
typedef struct hr{
        int Id;
        char name[20];
        float Salary;
        float Com;
}hr;
hr store();
void display(hr);
void main(){
        hr h1,h2;
        h1=store();
        h2=store();
                printf("\n ...User define in Info... \n");
        printf("\n ---------------------------------------- \n");
        display(h1);

        printf("\n ---------------------------------------- \n");

        printf("\n ---------------------------------------- \n");
        display(h2);

}

hr store(){
        hr h1;
        printf("Enter Id :");
        scanf("%d",&h1.Id);
        printf("Enter Name :");
        scanf("%s",h1.name);
        printf("Enter Salary :");
        scanf("%f",&h1.Salary);
        printf("Enter Commission :");
        scanf("%f",&h1.Com);
        return h1;
}
```

```
void display(hr h1){
        printf("  Id         : %d \n",h1.Id);
        printf("  Name       : %s \n",h1.name);
        printf("  Salary     : %.2f \n",h1.Salary);
        printf("  Commission : %.2f \n",h1.Com);
}
```

**Q5. SalesManager (id, name, salary, incentive, target)**

***-:Code :-***

```
//SalesManager (id, name, salary, incentive, target)
#include<stdio.h>
typedef struct SalesManager{
	int Id;
	char name[20];
	float Salary;
	float incentive;
	int target;
}SalesManager;
SalesManager store();
void display(SalesManager);
void main(){
	SalesManager s1,s2;
	s1=store();
	s2=store();
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(s1);
	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(s2);

}

SalesManager store(){
	SalesManager s1;
	printf("Enter Id :");
	scanf("%d",&s1.Id);
	printf("Enter Name :");
	scanf("%s",s1.name);
	printf("Enter Salary :");
	scanf("%f",&s1.Salary);
	printf("Enter Incentive :");
	scanf("%f",&s1.incentive);
	printf("Enter Target :");
```

```
        scanf("%d",&s1.target);
        return s1;
}
void display(SalesManager s2){
        printf("  Id         : %d \n",s2.Id);
        printf("  Name       : %s \n",s2.name);
        printf("  Salary     : %.2f \n",s2.Salary);
        printf("  incentive  : %.2f \n",s2.incentive);
        printf("  Id         : %d Sales\n",s2.target);
}
```

**Q6.Date (date, month, year)**

***-:<u>Code</u> :-***

```
//Date (date, month, year)
#include<stdio.h>
typedef struct Date{
	int day;
	int month;
	int year;
}Date;
Date store();
void display(Date);
void main(){
	Date d1,d2;
	d1=store();
	d2=store();
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(d1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(d2);
}
Date store(){
	Date d;
	printf("Enter day :");
	scanf("%d",&d.day);
	printf("Enter Month :");
	scanf("%d",&d.month);
	printf("Enter Year :");
	scanf("%d",&d.year);
	return d;
}
void display(Date d){
	printf("   %d/%d/%d \n",d.day,d.month,d.year);
}
```

**Q7. Time (hour, min, sec)**

***-:<u>Code</u> :-***

```
//Time (hour, min, sec)


#include<stdio.h>

typedef struct Time{
	int hr;
	int min;
	int sec;
}Time;
Time store();
void display(Time);

void main(){
	Time t1,t2;
	t1=store();
	t2=store();
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(t1);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(t2);

}

Time store(){
	Time t;
	printf("Enter Hour :");
	scanf("%d",&t.hr);
	printf("Enter Minute :");
	scanf("%d",&t.min);
	printf("Enter Second :");
	scanf("%d",&t.sec);
```

```
        return t;
}
void display(Time t){
        printf("    %d : %d : %d \n",t.hr,t.min,t.sec);
}
```

**Q8. Distance ( feet, inch)**

***-:Code :-***

```
//Distance ( feet, inch)


#include<stdio.h>

typedef struct Distance{
	int Km;
	int meter;
}Dis;
Dis store();
void display(Dis);

void main(){
	Dis d1,d2;
	d1=store();
	d2=store();
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(d1);
	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(d2);

}

Dis store(){
	Dis d;
	printf("Enter KM :");
	scanf("%d",&d.Km);
	printf("Enter Meter :");
	scanf("%d",&d.meter);
	return d;
}
void display(Dis d){
	printf("   %d Kilometer : %d Meter  \n",d.Km,d.meter);
}
```

**Q9. Complex (real, imaginary)**

***-:<u>Code</u> :-***

```
//Product (id, name, quantity, price)

#include<stdio.h>
typedef struct Complex{
	int real;
	char imaginary[10];
}Complex;
Complex store();
void display(Complex);

void main(){
	Complex c1,c2;
	c1=store();
	c2=store();
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(c1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(c2);
}
Complex store(){
	Complex c;
	printf("Enter Real :");
	scanf("%d",&c.real);
	printf("Enter imaginary :");
	scanf("%s",c.imaginary);
	return c;
}
void display(Complex c){
	printf("   %d : Real || %s : imaginary  \n",c.real,c.imaginary);
}
```

**Q10. Product (id, name, quantity, price)**

***-:<u>Code</u> :-***

```
//Product (id, name, quantity, price)


#include<stdio.h>

typedef struct Product{
	int Id;
	char name[20];
	int quantity;
	float price;
}Product;
Product store();
void display(Product);

void main(){
	Product p1,p2;
	p1=store();
	p2=store();
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(p1);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(p2);

}

Product store(){
	Product p;
	printf("Enter Product Id :");
	scanf("%d",&p.Id);
	printf("Enter Product Name :");
	scanf("%s",p.name);
	printf("Enter Product Quantity :");
```

```
        scanf("%d",&p.quantity);
        printf("Enter Product Price :");
        scanf("%f",&p.price);
        return p;
}
void display(Product p){
        printf(" Product Id          : %d \n",p.Id);
        printf(" Product Name        : %s \n",p.name);
        printf(" Product Salary      : %d \n",p.quantity);
        printf(" Product price       : %.2f \n",p.price);
        printf(" Total Product price : %.2f \n",p.price*p.quantity);
}
```

## ***By Pass by Address(array)***

**Q1. Student (rollNo, name, marks)**

***-:Code :-***

```
//Student (rollNo, name, marks)

#include<stdio.h>
typedef struct Student{
	int rollNo;
	char name[20];
	int marks;
}Student;
void store(Student*,int);
void display(Student*,int);
void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	Student sarr[n];
		printf("\n ...User define Info... \n");
	printf("\n ---------------------------------------- \n");
	store(sarr,n);
	printf("\n ---------------------------------------- \n");
	display(sarr,n);
	printf("\n ---------------------------------------- \n");
}
void store(Student* s,int n){
	int i;
	for(i=0;i<n;i++){
		printf("\nEnter Student Roll No :");
		scanf("%d",&s[i].rollNo);
		printf("Enter Student Name :");
		scanf("%s",s[i].name);
		printf("Enter Student Marks :");
		scanf("%d",&s[i].marks);
	}
}
void display(Student* s,int n){
	int i;
```

```
        for(i=0;i<n;i++){
                printf("\n Student Roll No : %d \n",s[i].rollNo);
                printf(" Student Name    : %s \n",s[i].name);
                printf(" Student Marks   : %d \n",s[i].marks);
        }
}
```

**Q2. Employee (id, name, salary)**

***-:Code :-***

```
//Employee (id, name, salary)

#include<stdio.h>
typedef struct Employ{
	int Id;
	char name[20];
	float Salary;
}Employ;
void store(Employ*,int);
void display(Employ*,int);
void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	Employ earr[n];
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(earr,n);
	printf("\n ---------------------------------------- \n");
	display(earr,n);
	printf("\n ---------------------------------------- \n");
}
void store(Employ* e,int n){
	int i;
	for(i=0;i<n;i++){
		printf("Enter Employee Id :");
		scanf("%d",&e[i].Id);
		printf("Enter Name :");
		scanf("%s",e[i].name);
		printf("Enter Salary :");
		scanf("%f",&e[i].Salary);
	}
}

void display(Employ* e,int n){
	int i;
	for(i=0;i<n;i++){
		printf("\n Employee Id	: %d \n",e[i].Id);
```

```
            printf(" Employee Name    : %s \n",e[i].name);
            printf(" Employee         : %.2f \n",e[i].Salary);
        }
}
```

**Q3. Admin (id, name, salary, allowance)**

***-:Code :-***

```
//Admin (id, name, salary, allowance)


#include<stdio.h>

typedef struct Admin{
	int Id;
	char name[20];
	float Salary;
	float allo;
}Admin;
void store(Admin*,int);
void display(Admin*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	Admin arr[n];

		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(arr,n);
	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(arr,n);

}

void store(Admin* a,int n){
	int i;
	for(i=0;i<n;i++){
		printf("Enter Id :");
		scanf("%d",&a[i].Id);
		printf("Enter Name :");
		scanf("%s",a[i].name);
		printf("Enter Salary :");
```

```
            scanf("%f",&a[i].Salary);
            printf("Enter Allowance :");
            scanf("%f",&a[i].allo);
        }

}
void display(Admin* a,int n){
        int i;
        for(i=0;i<n;i++){
        printf(" Admin Id        : %d \n",a[i].Id);
        printf(" Admin Name      : %s \n",a[i].name);
        printf(" Admin Salary    : %.2f \n",a[i].Salary);
        printf(" Admin Allowance : %.2f \n",a[i].allo);
}
}
```

**Q4. HR (id, name, salary, commission)**

***-:<u>Code</u> :-***

```
//HR (id, name, salary, commission)

#include<stdio.h>
typedef struct hr{
	int Id;
	char name[20];
	float Salary;
	float Com;
}hr;
void store(hr*,int);
void display(hr*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	hr harr[n];

		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(harr,n);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(harr,n);
	printf("\n ---------------------------------------- \n");
}

void store(hr* h,int n){
	int i;
	for(i=0;i<n;i++){
		printf("Enter Id :");
		scanf("%d",&h[i].Id);
		printf("Enter Name :");
		scanf("%s",h[i].name);
```

```
            printf("Enter Salary :");
            scanf("%f",&h[i].Salary);
            printf("Enter Commission :");
            scanf("%f",&h[i].Com);
        }
}
void display(hr* h,int n){
        int i;
        for(i=0;i<n;i++){
            printf("\n  Id         : %d \n",h[i].Id);
            printf("  Name       : %s \n",h[i].name);
            printf("  Salary     : %.2f \n",h[i].Salary);
            printf("  Commission : %.2f \n",h[i].Com);
        }
}
```

**Q5. SalesManager (id, name, salary, incentive, target)**

***-:<u>Code</u> :-***

```
//SalesManager (id, name, salary, incentive, target)


#include<stdio.h>

typedef struct SalesManager{
	int Id;
	char name[20];
	float Salary;
	float incentive;
	int target;
}SalesManager;
void store(SalesManager*,int);
void display(SalesManager*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	SalesManager sarr[n];

		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(sarr,n);

	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(sarr,n);
	printf("\n ---------------------------------------- \n");
}

void store(SalesManager* s,int n){
	int i;
	for(i=0;i<n;i++){
		printf("Enter Id :");
```

```
            scanf("%d",&s[i].Id);
            printf("Enter Name :");
            scanf("%s",s[i].name);
            printf("Enter Salary :");
            scanf("%f",&s[i].Salary);
            printf("Enter Incentive :");
            scanf("%f",&s[i].incentive);
            printf("Enter Target :");
            scanf("%d",&s[i].target);
        }
}
void display(SalesManager* s,int n){
        int i;
        for(i=0;i<n;i++){
            printf("\n  Id         : %d \n",s[i].Id);
            printf("  Name       : %s \n",s[i].name);
            printf("  Salary     : %.2f \n",s[i].Salary);
            printf("  incentive  : %.2f \n",s[i].incentive);
            printf("  Id         : %d Sales\n",s[i].target);
        }
}
```

**Q6.Date (date, month, year)**

***-:<u>Code</u> :-***

```
//Date (date, month, year)
#include<stdio.h>
typedef struct Date{
        int day;
        int month;
        int year;
}Date;
void store(Date*,int);
void display(Date*,int);
void main(){
        int n;
        printf("Enter the size of array :");
        scanf("%d",&n);
    Date darr[n];
                printf("\n ...User define in Info... \n");
        printf("\n ---------------------------------------- \n");
        store(darr,n);
        printf("\n ---------------------------------------- \n");
        printf("\n ---------------------------------------- \n");
        display(darr,n);
}
void store(Date* d,int n){
        int i;
        for(i=0;i<n;i++){
        printf("Enter day :");
        scanf("%d",&d[i].day);
        printf("Enter Month :");
        scanf("%d",&d[i].month);
        printf("Enter Year :");
        scanf("%d",&d[i].year);
        }}
void display(Date* d,int n){
        int i;
        for(i=0;i<n;i++){
        printf("   %d/%d/%d \n",d[i].day,d[i].month,d[i].year);
        }
}
```

**Q7. Time (hour, min, sec)**

***-:<u>Code</u> :-***

```
//Time (hour, min, sec)


#include<stdio.h>

typedef struct Time{
	int hr;
	int min;
	int sec;
}Time;
void store(Time*,int);
void display(Time*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	Time tarr[n];

		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(tarr,n);

	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(tarr,n);
	printf("\n ---------------------------------------- \n");
}

Time store(Time* t,int n){
	int i;
	for(i=0;i<n;i++){
		printf("Enter Hour :");
		scanf("%d",&t.hr);
		printf("Enter Minute :");
		scanf("%d",&t.min);
```

```
            printf("Enter Second :");
            scanf("%d",&t.sec);
        }
}
void display(Time* t,int n){
        int i;
        for(i=0;i<n;i++){
            printf("   %d : %d : %d \n",t.hr,t.min,t.sec);
        }
}
```

**Q8. Distance ( feet, inch)**

***-:<u>Code</u> :-***

```
//Distance ( feet, inch)

#include<stdio.h>
typedef struct Distance{
	int Km;
	int meter;
}Dis;
void store(Dis*,int);
void display(Dis*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);

	Dis darr[n];
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(darr,n);
	printf("\n ---------------------------------------- \n");
	display(darr,n);
	printf("\n ---------------------------------------- \n");
}
void store(Dis* d,int n){
	int i;
	for(i=0;i<n;i++){
		printf("Enter KM :");
		scanf("%d",&d[i].Km);
		printf("Enter Meter :");
		scanf("%d",&d[i].meter);
	}
}
void display(Dis* d,int n){
	int i;
	for(i=0;i<n;i++){
		printf("   %d Kilometer : %d Meter  \n",d[i].Km,d[i].meter);
	}
}
```

**Q9. Complex (real, imaginary)**

***-:<u>Code</u> :-***

```
//Product (id, name, quantity, price)

#include<stdio.h>

typedef struct Complex{
	int real;
	char imaginary[10];
}Complex;
void store(Complex*,int);
void display(Complex*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	Complex carr[n];

		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(carr,n);
	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(carr,n);
	printf("\n ---------------------------------------- \n");
}

void store(Complex* c,int n){
	int i;
	for(i=0;i<n;i++){
		printf("\nEnter Real :");
		scanf("%d",&c[i].real);
		printf("Enter imaginary :");
		scanf("%s",c[i].imaginary);
	}
}
void display(Complex* c,int n){
```

```
        int i;
        for(i=0;i<n;i++){
                printf("\n   %d : Real || %s : imaginary  \n",c[i].real,c[i].imaginary);
        }
}
```

**Q10. Product (id, name, quantity, price)**

***-:<u>Code</u> :-***

```
//Product (id, name, quantity, price)


#include<stdio.h>

typedef struct Product{
	int Id;
	char name[20];
	int quantity;
	float price;
}Product;
void store(Product*,int);
void display(Product*,int);

void main(){
	int n;
	printf("Enter the size of array :");
	scanf("%d",&n);
	Product parr[n];

		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	store(parr,n);
	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(parr,n);
	printf("\n ---------------------------------------- \n");
}

void store(Product* p,int n){
	int i;
	for(i=0;i<n;i++){
		printf("\nEnter Product Id :");
		scanf("%d",&p[i].Id);
		printf("Enter Product Name :");
		scanf("%s",p[i].name);
		printf("Enter Product Quantity :");
```

```
            scanf("%d",&p[i].quantity);
            printf("Enter Product Price :");
            scanf("%f",&p[i].price);
        }
}
void display(Product* p,int n){
        int i;
        for(i=0;i<n;i++){
            printf("\n Product Id          : %d \n",p[i].Id);
            printf(" Product Name        : %s \n",p[i].name);
            printf(" Product Salary      : %d \n",p[i].quantity);
            printf(" Product price       : %.2f \n",p[i].price);
            printf(" Total Product price : %.2f \n",p[i].price*p[i].quantity);
        }
}
```

## ***By pass one structure variable to function by address***

**Q1. Student (rollNo, name, marks)**
***-:Code :-***

```
//Student (rollNo, name, marks)
#include<stdio.h>
typedef struct Student{
	int rollNo;
	char name[20];
	int marks;
}Student;
void store(Student*);
void display(Student*);

void main(){
	Student s1,s2;
	store(&s1);
	store(&s2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&s1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(&s2);
}
void store(Student* s1){
	printf("Enter Student Roll No :");
	scanf("%d",&s1->rollNo);
	printf("Enter Student Name :");
	scanf("%s",s1->name);
	printf("Enter Student Marks :");
	scanf("%d",&s1->marks);

}
void display(Student* s1){
	printf(" Student Roll No : %d \n",s1->rollNo);
	printf(" Student Name    : %s \n",s1->name);
	printf(" Student Marks   : %d \n",s1->marks);
}
```

**Q2. Employee (id, name, salary)**

## ***-:Code :-***

```
//Employee (id, name, salary)
#include<stdio.h>
typedef struct Employ{
	int Id;
	char name[20];
	float Salary;
}Employ;
void store(Employ*);
void display(Employ*);
void main(){
	Employ e1,e2;
	store(&e1);
	store(&e2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&e1);
	printf("\n ---------------------------------------- \n");
	display(&e2);
}
void store(Employ* e1){

	printf("Enter Employee Id :");
	scanf("%d",&e1->Id);
	printf("Enter Name :");
	scanf("%s",e1->name);
	printf("Enter Salary :");
	scanf("%f",&e1->Salary);
}
void display(Employ* e1){
	printf(" Employee Id     : %d \n",e1->Id);
	printf(" Employee Name   : %s \n",e1->name);
	printf(" Employee        : %.2f \n",e1->Salary);
}
```

**Q3. Admin (id, name, salary, allowance)**

***-:Code :-***

```
//Admin (id, name, salary, allowance)


#include<stdio.h>

typedef struct Admin{
	int Id;
	char name[20];
	float Salary;
	float allo;
}Admin;
void store(Admin*);
void display(Admin*);

void main(){
	Admin a1,a2;
	store(&a1);
	store(&a2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&a1);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(&a2);

}

void store(Admin* a1){
	printf("Enter Id :");
	scanf("%d",&a1->Id);
	printf("Enter Name :");
	scanf("%s",a1->name);
	printf("Enter Salary :");
	scanf("%f",&a1->Salary);
```

```
        printf("Enter Allowance :");
        scanf("%f",&a1->allo);
}
void display(Admin* a1){
        printf(" Admin Id        : %d \n",a1->Id);
        printf(" Admin Name      : %s \n",a1->name);
        printf(" Admin Salary    : %.2f \n",a1->Salary);
        printf(" Admin Allowance : %.2f \n",a1->allo);
}
```

**Q4. HR (id, name, salary, commission)**

***-:<u>Code</u> :-***

```
//HR (id, name, salary, commission)
#include<stdio.h>
typedef struct hr{
	int Id;
	char name[20];
	float Salary;
	float Com;
}hr;
void store(hr*);
void display(hr*);

void main(){
	hr h1,h2;
	store(&h1);
	store(&h2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&h1);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(&h2);

}

void store(hr* h1){
	printf("Enter Id :");
	scanf("%d",&h1->Id);
	printf("Enter Name :");
	scanf("%s",h1->name);
	printf("Enter Salary :");
	scanf("%f",&h1->Salary);
	printf("Enter Commission :");
	scanf("%f",&h1->Com);
```

```
}
void display(hr* h1){
        printf("  Id         : %d \n",h1->Id);
        printf("  Name       : %s \n",h1->name);
        printf("  Salary     : %.2f \n",h1->Salary);
        printf("  Commission : %.2f \n",h1->Com);
}
```

**Q5. SalesManager (id, name, salary, incentive, target)**

***-:Code :-***

```
//SalesManager (id, name, salary, incentive, target)


#include<stdio.h>

typedef struct SalesManager{
	int Id;
	char name[20];
	float Salary;
	float incentive;
	int target;
}SalesManager;
void store(SalesManager*);
void display(SalesManager*);

void main(){
	SalesManager s1,s2;
	store(&s1);
	store(&s2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&s1);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(&s2);

}

void store(SalesManager* s1){

	printf("Enter Id :");
	scanf("%d",&s1->Id);
	printf("Enter Name :");
```

```
        scanf("%s",s1->name);
        printf("Enter Salary :");
        scanf("%f",&s1->Salary);
        printf("Enter Incentive :");
        scanf("%f",&s1->incentive);
        printf("Enter Target :");
        scanf("%d",&s1->target);

}
void display(SalesManager* s2){
        printf("  Id         : %d \n",s2->Id);
        printf("  Name       : %s \n",s2->name);
        printf("  Salary     : %.2f \n",s2->Salary);
        printf("  incentive  : %.2f \n",s2->incentive);
        printf("  Id         : %d Sales\n",s2->target);
}
```

**Q6.Date (date, month, year)**

***-:<u>Code</u> :-***

```
//Date (date, month, year)


#include<stdio.h>

typedef struct Date{
	int day;
	int month;
	int year;
}Date;
void store(Date*);
void display(Date*);
void main(){
	Date d1,d2;
	store(&d1);
	store(&d2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&d1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(&d2);
}
void store(Date* d){
	printf("Enter day :");
	scanf("%d",&d->day);
	printf("Enter Month :");
	scanf("%d",&d->month);
	printf("Enter Year :");
	scanf("%d",&d->year);
}
void display(Date* d){
	printf("   %d/%d/%d \n",d->day,d->month,d->year);
}
```

**Q7. Time (hour, min, sec)**

***-:<u>Code</u> :-***

```
//Time (hour, min, sec)


#include<stdio.h>

typedef struct Time{
	int hr;
	int min;
	int sec;
}Time;
void store(Time*);
void display(Time*);
void main(){
	Time t1,t2;
	store(&t1);
	store(&t2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&t1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(&t2);
}
void store(Time* t){
	printf("Enter Hour :");
	scanf("%d",&t->hr);
	printf("Enter Minute :");
	scanf("%d",&t->min);
	printf("Enter Second :");
	scanf("%d",&t->sec);

}
void display(Time* t){
	printf("   %d : %d : %d \n",t->hr,t->min,t->sec);
}
```

**Q8. Distance ( feet, inch)**

***-:<u>Code</u> :-***

```
//Distance ( feet, inch)
#include<stdio.h>
typedef struct Distance{
	int Km;
	int meter;
}Dis;
void store(Dis*);
void display(Dis*);

void main(){
	Dis d1,d2;
	store(&d1);
	store(&d2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&d1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(&d2);
}
void store(Dis* d){
	printf("Enter KM :");
	scanf("%d",&d->Km);
	printf("Enter Meter :");
	scanf("%d",&d->meter);
}
void display(Dis* d){
	printf("   %d Kilometer : %d Meter  \n",d->Km,d->meter);
}
```

**Q9. Complex (real, imaginary)**

***-:<u>Code</u> :-***

```
//Product (id, name, quantity, price)

#include<stdio.h>
typedef struct Complex{
	int real;
	char imaginary[10];
}Complex;
void store(Complex*);
void display(Complex*);
void main(){
	Complex c1,c2;
	store(&c1);
	store(&c2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&c1);
	printf("\n ---------------------------------------- \n");
	printf("\n ---------------------------------------- \n");
	display(&c2);
}
void store(Complex* c){
	printf("Enter Real :");
	scanf("%d",&c->real);
	printf("Enter imaginary :");
	scanf("%s",c->imaginary);
}
void display(Complex* c){
	printf("   %d : Real || %s : imaginary  \n",c->real,c->imaginary);
}
```

**Q10. Product (id, name, quantity, price)**

***-:<u>Code</u> :-***

```
//Product (id, name, quantity, price)
#include<stdio.h>
typedef struct Product{
	int Id;
	char name[20];
	int quantity;
	float price;
}Product;
void store(Product*);
void display(Product*);

void main(){
	Product p1,p2;
	store(&p1);
	store(&p2);
		printf("\n ...User define in Info... \n");
	printf("\n ---------------------------------------- \n");
	display(&p1);


	printf("\n ---------------------------------------- \n");

	printf("\n ---------------------------------------- \n");
	display(&p2);

}

void store(Product* p){

	printf("Enter Product Id :");
	scanf("%d",&p->Id);
	printf("Enter Product Name :");
	scanf("%s",p->name);
	printf("Enter Product Quantity :");
	scanf("%d",&p->quantity);
	printf("Enter Product Price :");
	scanf("%f",&p->price);
```

```
}
void display(Product* p){
	printf(" Product Id          : %d \n",p->Id);
	printf(" Product Name        : %s \n",p->name);
	printf(" Product Salary      : %d \n",p->quantity);
	printf(" Product price       : %.2f \n",p->price);
	printf(" Total Product price : %.2f \n",p->price*p->quantity);
}
```