

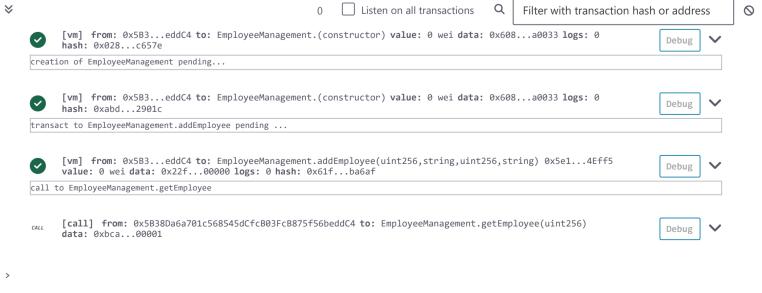
0: uint256: 1 1: string: abo 2: uint256: 25000 3: string: 25/11/24

Low level interactions

Transact

CALLDATA

```
5 emp.sol X
                            sample.sol
                   Home
        9 9
     // SPDX-License-Identifier: MIT
     pragma solidity ^0.8.0;
     contract EmployeeManagement {
         // Define an Employee struct with the relevant fields
6
         struct Employee {
8
             uint id;
9
             string name;
10
             uint salary;
11
             string joiningDate;
12
13
         // Mapping from employee ID to Employee struct
14
         mapping(uint => Employee) private employees;
15
16
17
         // Function to add an employee's details
18
         function addEmployee(uint _id, string memory _name, uint _salary, string memory _joiningDate) public {
             // Create a new Employee struct and add it to the mapping
19
20
             employees[_id] = Employee(_id, _name, _salary, _joiningDate);
21
22
23
         // Function to retrieve an employee's details by ID
         function getEmployee(uint _id) public view returns (uint, string memory, uint, string memory) {
24
25
             // Retrieve the employee details from the mapping
26
             Employee memory emp = employees[_id];
27
             return (emp.id, emp.name, emp.salary, emp.joiningDate);
28
         }
29
     }
30
```



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