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#include <stdio.h>
#include <string.h>
#define MAX_PROJECTS 10
#define MAX_SKILLS 5
#define MAX_LENGTH 100
typedef struct {
    char title[MAX_LENGTH];
    char description[MAX_LENGTH];
} Project;
typedef struct {
    char skill[MAX_LENGTH];
} Skill;
void addProject(Project projects[], int *projectCount) {
    if (*projectCount < MAX_PROJECTS) {
        printf("Enter project title: ");
        fgets(projects[*projectCount].title, MAX_LENGTH, stdin);
        projects[*projectCount].title[strcspn(projects[*projectCount].title, "\n")] = 0; // Remove
newline
        printf("Enter project description: ");
        fgets(projects[*projectCount].description, MAX_LENGTH, stdin);
        projects[*projectCount].description[strcspn(projects[*projectCount].description, "\n")] = 0; //
Remove newline
        (*projectCount)++;
    } else {
        printf("Project limit reached!\n");
    }
}
void viewProjects(Project projects[], int projectCount) {
    printf("\nProjects:\n");
    for (int i = 0; i < projectCount; i++) {
        printf("%d. %s\n   Description: %s\n", i + 1, projects[i].title, projects[i].description);
    }
```

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}
void addSkill(Skill skills[], int *skillCount) {
    if (*skillCount < MAX_SKILLS) {
        printf("Enter skill: ");
        fgets(skills[*skillCount].skill, MAX_LENGTH, stdin);
        skills[*skillCount].skill[strcspn(skills[*skillCount].skill, "\n")] = 0; // Remove newline
        (*skillCount)++;
    } else {
        printf("Skill limit reached!\n");
    }
}

void viewSkills(Skill skills[], int skillCount) {
    printf("\nSkills:\n");
    for (int i = 0; i < skillCount; i++) {
        printf("%d. %s\n", i + 1, skills[i].skill);
    }
}

int main() {
    Project projects[MAX_PROJECTS];
    Skill skills[MAX_SKILLS];
    int projectCount = 0;
    int skillCount = 0;

    int choice;
    do {
        printf("\nPersonal Portfolio Manager\n");
        printf("1. Add Project\n");
        printf("2. View Projects\n");
        printf("3. Add Skill\n");
```

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        printf("4. View Skills\n");
        printf("5. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        getchar(); // Consume the newline character

        switch (choice) {
            case 1:
                addProject(projects, &projectCount);
                break;
            case 2:
                viewProjects(projects, projectCount);
                break;
            case 3:
                addSkill(skills, &skillCount);
                break;
            case 4:
                viewSkills(skills, skillCount);
                break;
            case 5:
                printf("Exiting...\n");
                break;
            default:
                printf("Invalid choice. Please try again.\n");
        }
    } while (choice != 5);

    return 0;
}
```