

## **Library Management System**

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
#include<stdlib.h>
```

```
#include<string.h>
```

```
struct library{
```

```
    char bookname[50];
```

```
    char author[50];
```

```
    int noofpages;
```

```
    float price;
```

```
};
```

```
int main(){
```

```
    struct library lib[100];
```

```
    char bookname[30];
```

```
    int i,j, keepcount;
```

```
    i=j=keepcount = 0;
```

```
    while(j!=6){
```

```
        printf("\n1. Add book information\n");
```

```
        printf("2. Display book information\n");
```

```
        printf("3. no of books in the library\n");
```

```
        printf("4. Exit");
```

```
        printf("\n\nEnter one of the above : ");
```

```
        scanf("%d",&j);
```

```
switch (j){  
/* Add book */
```

case 1:

```
printf ("Enter book name = ");  
scanf ("%s",lib[i].bookname);  
printf("Enter author name = ");  
scanf("%s",lib[i].author);  
printf(" Enter pages = ");  
scanf("%d",&lib[i].noofpages);  
printf("Enter price = ");  
scanf("%f",&lib[i].price);  
keepcount++;  
i++;  
break;
```

case 2:

```
printf("you have entered the following information\n");  
for(i=0; i<keepcount; i++){  
    printf("book name = %s\n",lib[i].bookname);  
    printf("\t author name = %s\n",lib[i].author);  
    printf("\t pages = %d\n",lib[i].noofpages);  
    printf("\t price = %f\n",lib[i].price);  
}  
break;
```

case 3:

```
printf("\n No of books in library : %d", keepcount);
```

```
break;
```

case 4:

```
exit (0);
```

```
}
```

```
}
```

```
return 0;
```

```
}
```