INVENTORY
FOR CRICKET CLUB

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#include <stdio.h>
#include <string.h>

#define MAX_PLAYERS 50
#define MAX_EQUIPMENT 50

typedef struct {
    char name[50];
    int age;
    char position[50];
```

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} Player;

typedef struct {
    char name[50];
    char type[50];
} Equipment;

void addPlayer(Player playerList[], int playerIndex) {
    printf("Enter player name: ");
    scanf("%s", playerList[playerIndex].name);

    printf("Enter player age: ");
    scanf("%d", &playerList[playerIndex].age);

    printf("Enter player position: ");
    scanf("%s", playerList[playerIndex].position);

    printf("\nPlayer %s has been added successfully.\n",
playerList[playerIndex].name);
    return 1;
}

void addEquipment(Equipment equipmentList[], int equipmentIndex) {
    printf("Enter equipment name: ");
    scanf("%s", equipmentList[equipmentIndex].name);

    printf("Enter equipment type: ");
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    scanf("%s", equipmentList[equipmentIndex].type);

    printf("\nEquipment %s has been added successfully.\n",
equipmentList[equipmentIndex].name);
    return 1;
}

int main() {
    Player playerList[MAX_PLAYERS];
    Equipment equipmentList[MAX_EQUIPMENT];
    int playerIndex = 0;
    int equipmentIndex = 0;
    int choice;

    while (1) {
        printf("\n\n1. Add player\n");
        printf("2. Add equipment\n");
        printf("3. Display all players\n");
        printf("4. Display all equipment\n");
        printf("5. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                if (playerIndex < MAX_PLAYERS) {
                    addPlayer(playerList, playerIndex);
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            playerIndex++;
        } else {
            printf("\nPlayer list is full. No more players can be added.\n");
        }
        break;

    case 2:
        if (equipmentIndex < MAX_EQUIPMENT) {
            addEquipment(equipmentList, equipmentIndex);
            equipmentIndex++;
        } else {
            printf("\nEquipment list is full. No more equipment can be
added.\n");
        }
        break;

    case 3:
        for (int i = 0; i < playerIndex; i++) {
            printf("Player Name\t\tAge\t\tPosition\n");
            printf("%s\t\t%d\t\t%s\n", playerList[i].name, playerList[i].age,
playerList[i].position);
        }
        break;

    case 4:
        for (int i = 0; i < equipmentIndex; i++) {
            printf("Equipment Name\t\tType\n");
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            printf("%s\t\t%s\n", equipmentList[i].name, equipmentList[i].type);
        }
        break;

    case 5:
        printf("\nExiting the program...\n");
        return 0;
    }
  }
}
```