

Book Details using structure

```
#include<stdio.h>
#include<conio.h>
#define SIZE 20
struct bookdetail
{
    char name[20];
    char author[20];
    int pages;
    float price;
};
void output(struct bookdetail v[],int n);
void main()
{
    struct bookdetail b[SIZE];
    int num,i;
    printf("Enter the Numbers of Books:");
    scanf("%d",&num);
    printf("\n");
    for(i=0;i<num;i++)
    {
        printf("\t=:Book %d Detail:=\n",i+1);
        printf("\nEnter the Book Name:\n");
        scanf("%s",b[i].name);
```

```
printf("Enter the Author of Book:\n");
scanf("%s",b[i].author);
printf("Enter the Pages of Book:\n");
scanf("%d",&b[i].pages);
printf("Enter the Price of Book:\n");
scanf("%f",&b[i].price);
}
output(b,num);
}
void output(struct bookdetail v[],int n)
{
int i,t=1;
for(i=0;i<n;i++,t++)
{
printf("\n");
printf("Book No.%d\n",t);
printf("\t\tBook %d Name is=%s \n",t,v[i].name);
printf("\t\tBook %d Author is=%s \n",t,v[i].author);
printf("\t\tBook %d Pages is=%d \n",t,v[i].pages);
printf("\t\tBook %d Price is=%f \n",t,v[i].price);
printf("\n");
}
}
```

output:-

```
C:\CB\clang\bin\Debug\clang.exe
Enter the Numbers of Books:2
    =:Book 1 Detail:=
Enter the Book Name:
book1
Enter the Author of Book:
John
Enter the Pages of Book:
200
Enter the Price of Book:
500
    =:Book 2 Detail:=
Enter the Book Name:
book2
Enter the Author of Book:
Mike
Enter the Pages of Book:
100
Enter the Price of Book:
300

Book No.1
        Book 1 Name is=book1
        Book 1 Author is=John
        Book 1 Pages is=200
        Book 1 Price is=500.000000

Book No.2
        Book 2 Name is=book2
        Book 2 Author is=Mike
        Book 2 Pages is=100
        Book 2 Price is=300.000000

Process returned 2 (0x2)   execution time : 39.888 s
Press any key to continue.
```