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/*
Program: Library Management
Author: MUBASHIRA SALIHEEN T-414
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*/

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

struct library
{
char bk_name[30];
char author[30];
int pages;
float price;
};

int main()
{
struct library l[100];
char ar_nm[30],bk_nm[30];
int i,j, keepcount;
i=j=keepcount = 0;

while(j!=6)
{
printf("\n\n1. Add book information\n2. Display book
information\n");
printf("3. List all books of given author\n");
printf("4. List the title of specified book\n");
printf("5. List the count of books in the library\n");
printf("6. Exit");

printf ("\n\nEnter one of the above : ");
scanf("%d",&j);

switch (j)
{
/* Add book */
case 1:

printf ("Enter book name = ");
scanf ("%s",l[i].bk_name);

printf ("Enter author name = ");

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scanf ("%s",l[i].author);

printf ("Enter pages = ");
scanf ("%d",&l[i].pages);

printf ("Enter price = ");
scanf ("%f",&l[i].price);
keepcount++;

break;
case 2:
printf("you have entered the following information\n");
for(i=0; i<keepcount; i++)
{
printf ("book name = %s",l[i].bk_name);

printf ("\t author name = %s",l[i].author);

printf ("\t  pages = %d",l[i].pages);

printf ("\t  price = %f",l[i].price);
}
break;

case 3:
printf ("Enter author name : ");
scanf ("%s",ar_nm);
for (i=0; i<keepcount; i++)
{
if (strcmp(ar_nm, l[i].author) == 0)
printf ("%s %s %d
%f",l[i].bk_name,l[i].author,l[i].pages,l[i].price);
}
break;

case 4:
printf ("Enter book name : ");
scanf ("%s",bk_nm);
for (i=0; i<keepcount; i++)
{
if (strcmp(bk_nm, l[i].bk_name) == 0)
printf ("%s \t %s \t %d \t
%f",l[i].bk_name,l[i].author,l[i].pages,l[i].price);
}
break;

case 5:

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printf("\n No of books in library : %d", keepcount);  
break;  
case 6:  
exit (0);  
  
}  
}  
return 0;  
  
}
```

C Project on Library Management

1. Add book information
2. Display book information
3. List all books of given author
4. List the title of specified book
5. List the count of books in the library
6. Exit

Enter one of the above : █