

# Library Management System

**Program:**

```
#include<iostream>
```

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

```
using namespace std;
```

class Library\_Information

$$\{$$

private:

```
char b_name[100];
```

```
char aut_name[100];
```

```
int pub_date;
```

```
int b_id;
```

```
int b price;
```

```
int b_out;
```

```
int b_no;
```

```
int b_pg;
```

public:

```
void case1_data()
```

$$\{$$

```
cout << endl;
```

```
cout <<endl<<"\t\t\t\t\t===== Add Book Information
```

```
===== "<<endl<<endl;
```

```
cout << "\t\t\t\t. Enter Book Name : ";      cin >> this->b name;
```

```
cout << "\t\t\t\t. Enter Author Name : ";      cin >this->aut name;
```

```
cout << "\t\t\t\t. Enter Publication Date : ";      cin >> pub_date;
```

```
cout << "\t\t\t\t. Enter Book's ID : ";      cin >> this->b id;
```

```
cout << "\t\t\t\t. Enter Book's price : ";      cin >> this->b_price;
```

```
cout <<"\t\t\t\t. Enter Book's Quantity : ";      cin >> this->b_qty;
```

```
cout<<"\t\t\t\t\t=====
```

```
===== "<<endl<<endl;
```

$$\}$$

```

void case2_data()
{
    cout <<endl<<endl;
    cout <<endl<<"\t\t\t\t\t===== Display Book Information
===== "<<endl<<endl;
    cout <<"\t\t\t\t\t. Enter Book No : ";      cin >>this->b_no;
    cout <<"\t\t\t\t\t. Enter Book Name : ";      cin >>this->b_name;
    cout <<"\t\t\t\t\t. Enter Author Name : ";      cin >>this->aut_name;
    cout <<"\t\t\t\t\t. Enter No.of pages : ";      cin >>this->b_pg;
    cout<<"\t\t\t\t\t=====
===== "<<endl<<endl;
}

void case3_data()
{
    cout <<endl<<"\t\t\t\t\t===== List the count of books in the library
===== "<<endl;
}

char case4_data()
{
    return this->b_name[100];
}

int case5_data()
{
    return this->b_id;
}

};

int main()
{
    Library_Information i[100];
    int count=0;
    int choice ,j,n;
    cout <<endl<<"\t\t\t\t\t* How Many Record You Want To Add :- ";      cin >> n;
    do
    {

```

```

cout<<"\t\t\t\t\t=====
=====
";
cout <<endl<<"\t\t\t\t\t===== Library Management System
=====
";
cout<<endl<<"\t\t\t\t\t=====
=====
"<<endl;

```

```

cout <<endl;
cout <<"\t\t\t\t\t. Press 1 for Add Book Information ... "<<endl;
cout <<"\t\t\t\t\t. Press 2 for Display Book Information ... "<<endl;
cout <<"\t\t\t\t\t. Press 3 for List the count of books in the library ... "<<endl;
cout <<"\t\t\t\t\t. Press 4 for List the title of specified book ... "<<endl;
cout <<"\t\t\t\t\t. Press 5 for List the books for books id's ... "<<endl;
cout <<"\t\t\t\t\t. Press 0 for Exit :- "<<endl;

```

```

cout <<endl;
cout <<"\t\t\t\t\t* Enter your choice : ";
cin >> choice;

```

```

switch(choice)
{
    case 1 :
        for(j=0;j<n;j++)
        {
            i[j].case1_data();
        }
        break;
    case 2 :
        for(j=0;j<n;j++)
        {
            i[j].case2_data();
        }
        break;
    case 3 :
        i[j].case3_data();

        for(j=0;j<n;j++)
        {

```

```

        count++;
    }
    cout << endl << "\t\t\t\t Total number of book : " << count
    << endl << endl;
    break;
case 4 :
    cout << endl << "\t\t\t\t===== List of books title
    =====>" << endl;
    cout << endl << "\t\t\t\t=> Books title :- ";
    for(j=0;j<n;j++)
    {
        cout << i[j].case4_data() << " ";
    }
    cout << endl << endl;
    break;
case 5 :
    cout << endl << "\t\t\t\t===== List of books for book's
    ID =====>" << endl;
    cout << endl << "\t\t\t\t=> Books ID :- ";
    for(j=0;j<n;j++)
    {
        cout << i[j].case5_data() << " ";
    }
    cout << endl << endl;
    break;
case 0 :
    break;
default :
    cout << "Invalid Entry.....";

    }
} while(choice!=0);

return 0;

}

```

## Output:

```
M:\mini project26.exe

* How Many Record You Want To Add :- 1
=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice : 1

===== Add Book Information =====

. Enter Book Name : Brain_Rules
. Enter Author Name : Mark
. Enter Publication Date : 2019
. Enter Book's ID : 26
. Enter Book's price : 500
. Enter Book's Quantity : 25
=====

===== Library Management System =====
=====
```

```
M:\mini project26.exe

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice : 2

===== Display Book Information =====

. Enter Book No : 24
. Enter Book Name : Brain_Rules
. Enter Author Name : Mark
. Enter No.of pages : 19
=====

===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
```

```
M:\mini project26.exe

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice : 3

===== List the count of books in the library =====

Total number of book : 1

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice :
```

```
M:\mini project26.exe

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice : 4

===== List of books title =====

=> Books title :- M

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice :
```

```
M:\mini project26.exe

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice : 5

===== List of books for book's ID =====

=> Books ID :- 26

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice :
```

```
M:\mini project26.exe

=> Books ID :- 26

=====
===== Library Management System =====
=====

. Press 1 for Add Book Information ...
. Press 2 for Display Book Information ...
. Press 3 for List the count of books in the library ...
. Press 4 for List the title of specified book ...
. Press 5 for List the books for books id's ...
. Press 0 for Exit :-

* Enter your choice : 0

-----
Process exited after 38.34 seconds with return value 0
Press any key to continue . . .
```