

12. ILLUSTRATION OF CSV FILE PROGRAMMING– II

Develop a menu driven program implementing the user defined functions to perform different functions on a csv file named library.csv(bookid, bookname, noofcopies)

1. Append a record
2. Searching a record based on bookid
3. Display all
4. Exit

Source Code

```
import csv

f = open("library.csv", "a") # Ensure that the file exists
f.close()

def appendBook():
    bID = input("Enter book ID: ")
    bName = input("Enter book Name: ")
    bCopy = input("Enter number of copies: ")

    with open("library.csv", "a", newline="") as f:
        wr = csv.writer(f)
        wr.writerow([bID, bName , bCopy])

    print("Record appended to file")

def searchBook():
    bID = input("Enter book ID: ")

    with open("library.csv", "r", newline="") as f:
        re = csv.reader(f)
        found = False # Using a loop to search for a values
        for row in re:
            if row[0] == bID:
                print("-----")
                print("bookID      :", row[0])
                print("Name       :", row[1])
                print("No of Copies :", row[2])
                print("-----")
```

```

        found = True
        break
    if not found:
        print("Book with entered ID was not found")

def showBooks():
    with open("library.csv", "r", newline="") as f:
        re = csv.reader(f)
        for row in re:
            print("-----")
            print("bookID      :", row[0])
            print("Name        :", row[1])
            print("No of Copies :", row[2])
            print("-----")

while True:
    print("=====")
    print("What would you like to do?")
    print("""
[1] Append a Book
[2] Search for a Book
[3] Show all Books
[4] Exit
""")

    ch = input("Enter your choice[1/2/3/4]: ")

    if ch == "1":
        appendBook()

    elif ch == "2":
        searchBook()

    elif ch == "3":
        showBooks()

    elif ch == "4":
        print("[ Exiting ]") # Break from the loop to exit
        break

    else:
        print("[ Invalid Choice ]") # In case user inputs a choice that was n

```

OUTPUT

```

=====
What would you like to do?

```

- [1] Append a Book
- [2] Search for a Book
- [3] Show all Books
- [4] Exit

Enter your choice[1/2/3/4]: 1

Enter book ID: 1

Enter book Name: Huff

Enter number of copies: 23

Record appended to file

=====

What would you like to do?

- [1] Append a Book
- [2] Search for a Book
- [3] Show all Books
- [4] Exit

Enter your choice[1/2/3/4]: 1

Enter book ID: 2

Enter book Name: Puff

Enter number of copies: 45

Record appended to file

=====

What would you like to do?

- [1] Append a Book
- [2] Search for a Book
- [3] Show all Books
- [4] Exit

Enter your choice[1/2/3/4]: 2

Enter book ID: 2

bookID : 2

Name : Puff

No of Copies : 45

=====

What would you like to do?

- [1] Append a Book
- [2] Search for a Book
- [3] Show all Books
- [4] Exit

Enter your choice[1/2/3/4]: 3

bookID : 1

Name : Huff

No of Copies : 23

```
-----  
bookID      : 2  
Name        : Puff  
No of Copies : 45  
-----
```

```
=====
```

What would you like to do?

- [1] Append a Book
- [2] Search for a Book
- [3] Show all Books
- [4] Exit

Enter your choice[1/2/3/4]: 4

[Exiting]