Let's solve it

Book Inventory (Library)

```c
struct book
{
    int id;
    char title[100];
    int pages;
    char author[100];


};
```

#define MAX   100

```c
int          getListofBooks(struct book flist[]); // Prototype
struct book  getABook(void);
void         displayAllBooks(int count, struct book flist[]);
```

```
int main()                          int status;
{ int nb = -1; // don't know    char searchTitle[50];
  struct student  (books[MAX]);

1=>  nb void = getListofBooks(    lbooks    ) ; // call

2=>         displayAllBooks ( nb , lbooks );
     scanf("%s", searchTitle);

3=> status = searchABook(nb, lbooks searchTitle);
4    if (Status == 7)
        {
            print("Found");
        }
     else { print("Not found");
        }
}
```
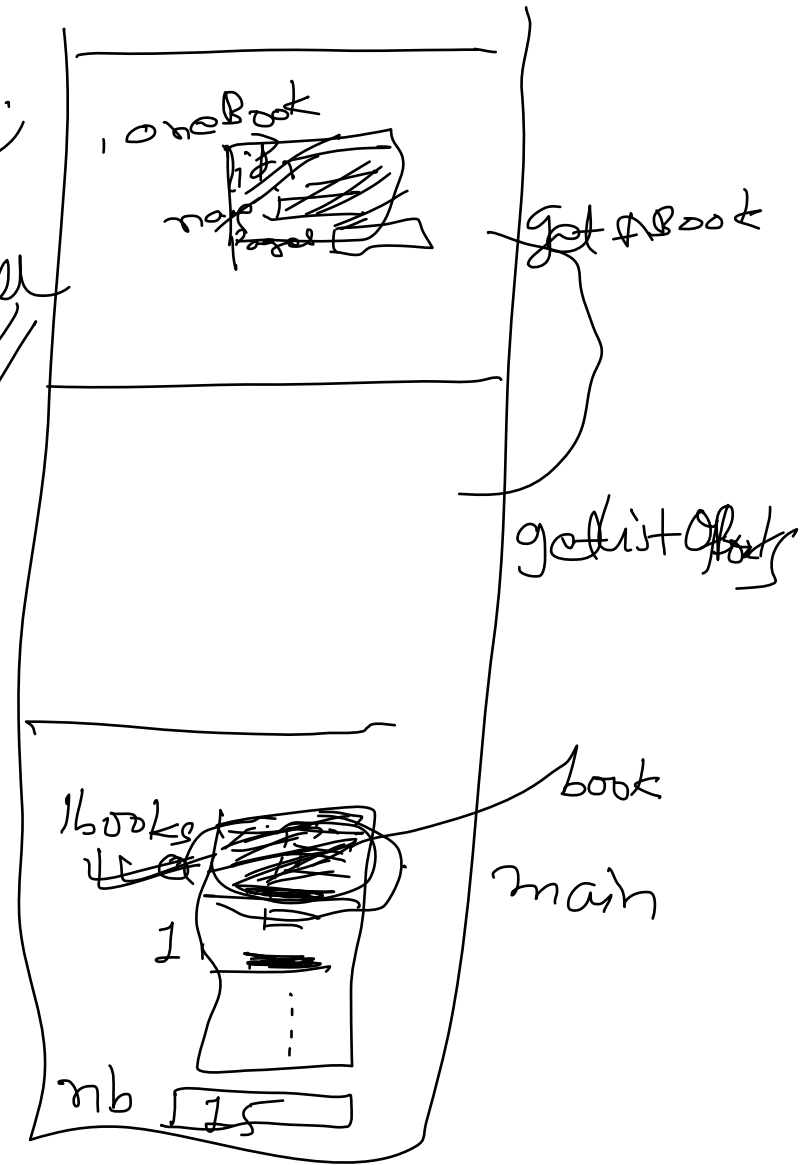
oneBook

getABook

getListOf

lbooks
item

book

main

1

nb   15

```c
int getlistofbooks (struct book flst[])
{
    char choice = NULL; // Not continue  EOF
    int i count = 0;
    do {
        flst[i] = getABook();
        i++;
        printf("Do you want to add more book ? y/N');
        scanf("%c", &choice);
    } while ( choice == 'y');
    return (i c);
```

```c
struct book   getABook(_)
{
    struct book    oneBook;

    printf("Enter book id");
    scanf("%d", &oneBook.id);
    scanf("%s", oneBook.title);
    scanf("%d", &oneBook.pages);
    scanf("%s", oneBook.author);

    return oneBook;  // book above
}
```

```c
void displayAllBooks(int count Book flist[])
{
    int i;
    for( i=0 ; i< count ; i++)
    {
        printf(" %d ", flist[i].id );
                 " %s "


        p__ (" n");
    }

}
```