CODE IN C LANGUAGE

```c
#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\n****###### WELCOME TO LIBRARY MANAGEMENT SYSTEM" #####****\n");
   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);
```

```c
switch (j){
case 1:
   printf ("Enter book name = ");
   scanf ("%s",l[i].bk_name);
     printf ("Enter author name = ");
   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;
```

```c
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;
```

```c
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;
```

```c
case 5:
    printf("\n No of books in library : %d", keepcount);
    break;
case 6:
    exit (0);
}
}

return 0;
}
```