Create a structure named Book to store book details like title, author, and price. Write a C program to input details for three books, find the most expensive and the lowest priced books, and display their information

```
#include<stdio.h>
struct Book{
  char title[30];
  char author[70];
  float price;
};
struct Book books[3];
int main(){
  for(int i=0; i<3; i++){
     printf("Enter the details of Book - %d",i+1);
     printf("\nEnter the book title : ");
     scanf("%s",books[i].title);
     printf("\nEnter the author name: ");
     scanf("%s",books[i].author);
     printf("\nEnter the price of the book : ");
     scanf("%f",&books[i].price);
  }
  findExpensiveBook();
  findCheapestBook();
  return 0;
}
void findCheapestBook() {
  float min = books[0].price;
  int index = 0;
  for(int i = 1; i < 3; i++) {
     if(min > books[i].price) {
        min = books[i].price;
        index = i;
     }
  }
  printf("\nThe Cheapest book is %s" ,books[index].title);
}
void findExpensiveBook() {
  float max = books[0].price;
```

```
int index = 0;
for(int i = 1; i < 3; i++) {
    if(max < books[i].price) {
       max = books[i].price;
       index = i;
    }
}
printf("\nThe Expensive book is %s",books[index].title);
}</pre>
```

