

*Structure Definition

```
struct Book {  
    char title[50];  
    char author[50];  
    bool isIssued;  
};
```

`char title[50]: A fixed-size character array of 50 bytes to store the book's title, including space for a null terminator (` \0 `) which marks the end of a C-style string. This allows up to 49 characters for the title.

- `char author[50]: Similarly, a 50-byte array to store the author's name, with up to 49 characters plus a null terminator.

- `bool isIssued: A boolean variable to indicate the book's status (false = available, true = checked out).

*Functionality

- The structure uses fixed-size character arrays to store basic book information.

Title: Holds the book title (max 49 characters + null terminator).

Author: Holds the author's name (max 49 characters + null terminator).

isIssued: A boolean flag where `false` means the book is available, and `true` means it is checked out.

- The implementation uses C-style strings (`char[]`) instead of C++'s `string` class, which requires manual memory management and limits the length of strings to the array size.

Additional Functionality

1. Book Initialization: Functions can be written to initialize a `Book` structure, setting default values (e.g., empty title/author and `isIssued = false`).
2. Issue Book: A function to set `isIssued = true` when a book is checked out, possibly with validation to ensure it's available.
3. Return Book: A function to set `isIssued = false` when a book is returned.
4. Display Book Info: A function to print the title, author, and status of a book.
5. Search Book: A function to search for a book by title or author within an array of `Book` structures.