wk2_struct_lab

Write a program that uses a structure to hold data for your book collection (name the structure "Book"). For each book, you want to keep the following information:

> title

> author last name

> author first name

> year of publication

> genre of book (mystery, history, cooking, childrens, etc.)

> purchase price

1. Declare one object of the Book type and initialize its values in the declaration statement.

2. Declare a second object of the Book type. Ask the user for input data to fill the member variables of the Book instance.

3. Print out all data about the 2 Book objects.

4. Assume you realize that the user input the wrong author for the Book object entered during the program run. Give the user an appropriate message & ask the user to input the correct author (last & first names). Replace the values in the record & print that record again.

NOTE: Your program should have the following functions (in addition to the main()):

- a function to let the user fill in the data for a Book instance
- a function to get the first and last names of an author
- a function to replace the [incorrect] author's full name with those entered by the user
- a function to print out all data in a single Book object