**Library Management**

Abstract: I have tried to write a code to manage a library. It makes keeping track of books and relevant details hasslefree. I have used the concept of structures and files to make a database where you can add, delete or view books.

**Code**

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

void menu();

void addBook();

void displayBooks();

struct books

{

char Title[100];

char Author[25];

char Genre[25];

int pages;

float cost;

}library[200];

int i = 0;

FILE \*fPointer;

char readFile[200];

int main()

{

int choice;

fPointer = fopen("bookList","a+");

do

{

putchar('\n');

menu();

putchar('\n');

puts("Enter a choice");

scanf("%d%\*c",&choice);

putchar('\n');

switch(choice)

{

case 1:

addBook();

break;

case 2:

displayBooks();

break;

case 3:

exit(0);

default: printf("\n%d is not a valid choice\n",choice);

continue;

}

}while((choice>=1)||(choice<=3));

fclose(fPointer);

return 0;

}

void menu()

{

puts("What do you want to do?");

puts("1. Add a new book");

puts("2. Display existing books");

puts("3. Exit");

}

void addBook()

{

fprintf(fPointer,"\n");

puts("Enter title of the book");

fgets(library[i].Title,sizeof(library[i].Title),stdin);

fprintf(fPointer,"Book name: %s",library[i].Title);

puts("Enter name of the author");

fgets(library[i].Author,sizeof(library[i].Author),stdin);

fprintf(fPointer,"Author name: %s",library[i].Author);

puts("Enter name of the genre");

fgets(library[i].Genre,sizeof(library[i].Genre),stdin);

fprintf(fPointer,"Genre: %s",library[i].Genre);

puts("Enter the number of pages");

scanf("%d",&library[i].pages);

fprintf(fPointer,"Page count: %d\n",library[i].pages);

puts("Enter the price of the book");

scanf("%f",&library[i].cost);

fprintf(fPointer,"Price: %.2f rupees\n",library[i].cost);

i++;

}

void displayBooks()

{

fseek(fPointer,0,SEEK\_SET);

while(!feof(fPointer))

{

fgets(readFile,sizeof(readFile),fPointer);

readFile[strcspn(readFile,"\n")] = 0;

puts(readFile);

}

}

**Output**



