Library Management System

#include<iostream>

using namespace std;

struct lib {

int id;

string title, author;

int quantity;

};

void addNewBook(lib &l) {

cout << "Enter the Book Id: ";

cin >> l.id;

cout << "Enter the Book Title: ";

cin >> l.title;

cout << "Enter the Book Author: ";

cin >> l.author;

cout << "Enter the Book Quantity: ";

cin >> l.quantity;

}

void displayBook(lib &l) {

cout << "\nBook Id: " << l.id;

cout << "\nBook Title: " << l.title;

cout << "\nBook Author: " << l.author;

cout << "\nBook Quantity: " << l.quantity << endl;

}

void searchBook(lib &l) {

int id1;

cout << "Enter The Book Id to search: ";

cin >> id1;

if (l.id == id1) { // Book found

cout << "\nBook is Found!";

cout << "\nBook Id: " << l.id;

cout << "\nBook Title: " << l.title;

cout << "\nBook Author: " << l.author;

cout << "\nBook Quantity: " << l.quantity << endl;

} else {

cout << "Book not found.\n";

}

}

void deleteBook(lib &l) {

int r;

cout << "Enter the Book Id to Delete: ";

cin >> r;

if (l.id == r) {

l.id = 0;

l.title = "";

l.author = "";

l.quantity = 0;

cout << "Book deleted successfully.\n";

} else {

cout << "Book not found. Deletion failed.\n";

}

}

int main() {

lib l;

int ch;

do {

cout << "\nLibrary Management System";

cout << "\n1. Add Book";

cout << "\n2. Display Book";

cout << "\n3. Search Book";

cout << "\n4. Delete Book";

cout << "\n5. Exit";

cout << "\nEnter your choice: ";

cin >> ch;

switch (ch) {

case 1:

addNewBook(l);

break;

case 2:

displayBook(l);

break;

case 3:

searchBook(l);

break;

case 4:

deleteBook(l);

break;

case 5:

cout << "Exiting the program.\n";

break;

default:

cout << "Invalid choice. Please try again.\n";

}

} while (ch != 5);

return 0;

}