```c
#include <stdio.h>

int main() {
    int mainChoice;
    int subChoice;

    printf("Library Management System\n");
    printf("1. Manage Books\n");
    printf("2. Manage Magazines\n");
    printf("3. Exit\n");
    printf("Enter your choice: ");
    scanf("%d", &mainChoice);

    switch(mainChoice) {
        case 1:
            printf("\nYou selected: Manage Books\n");
            printf("1. Issue Book\n");
            printf("2. Return Book\n");
            printf("3. Back to Main Menu\n");
            printf("Enter your choice: ");
            scanf("%d", &subChoice);

            switch(subChoice) {
                case 1:
                    printf("Book has been issued.\n");
                    break;
                case 2:
                    printf("Book has been returned.\n");
                    break;
                case 3:
                    printf("Returning to main menu...\n");
                    break;
                default:
                    printf("Invalid choice in Books menu.\n");
                    break;
            }
            break;

        case 2:
            printf("\nYou selected: Manage Magazines\n");
            printf("1. Issue Magazine\n");
            printf("2. Return Magazine\n");
            printf("3. Back to Main Menu\n");
            printf("Enter your choice: ");
```

```c
            scanf("%d", &subChoice);

            switch(subChoice) {
                case 1:
                    printf("Magazine has been issued.\n");
                    break;
                case 2:
                    printf("Magazine has been returned.\n");
                    break;
                case 3:
                    printf("Returning to main menu...\n");
                    break;
                default:
                    printf("Invalid choice in Magazines menu.\n");
                    break;
            }
            break;

        case 3:
            printf("Exiting program. Goodbye!\n");
            break;

        default:
            printf("Invalid main menu choice.\n");
            break;
    }

    return 0;
}
```