

Code of the program :

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<string.h>

struct library
{
    char bk_name[30];
    char author[30];
    int pages;
    float price;
};

int main()
{
    struct library l[100];
    char ar_nm[30],bk_nm[30];
    int i,j, keepcount;
    i=j=keepcount = 0;
    printf("\n*****WELCOME TO RMKEC
    LIBRARY*****\n");
    while(j!=6)
    {
```

```
printf("\n\n1. Add book information\n\n2. Display book information\n");
```

```
printf("\n3. List all books of given author\n");
```

```
printf("\n4. List the title of specified book\n");
```

```
printf("\n5. List the count of books in the library\n");
```

```
printf("\n6. Exit");
```

```
printf ("\n\nEnter one of the above : ");
```

```
scanf("%d",&j);
```

```
switch (j)
```

```
{
```

```
case 1:
```

```
printf ("Enter book name = ");
```

```
scanf("%s",l[i].bk_name);
```

```
printf ("Enter author name = ");
```

```
scanf ("%s",l[i].author);
```

```
printf ("Enter pages = ");
```

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

```
printf ("Enter price = ");
```

```
scanf ("%f",&l[i].price);
```

```
keepcount++;

break;

case 2:
printf("you have entered the following information\n");
for(i=0; i<keepcount; i++)
{
printf ("\nbook name = %s",l[i].bk_name);

printf ("\nauthor name = %s",l[i].author);

printf ("\npages = %d",l[i].pages);

printf ("\nprice = %f",l[i].price);
}
break;

case 3:
printf ("Enter author name : ");
scanf ("%s",ar_nm);
for (i=0; i<keepcount; i++)
{
if (strcmp(ar_nm, l[i].author) == 0)
printf ("%s %s %d
%f",l[i].bk_name,l[i].author,l[i].pages,l[i].price);
}
}
```

```
break;
```

```
case 4:
```

```
printf ("Enter book name : ");
```

```
scanf ("%s",bk_nm);
```

```
for (i=0; i<keepcount; i++)
```

```
{
```

```
if (strcmp(bk_nm, l[i].bk_name) == 0)
```

```
printf ("%s \t %s \t %d \t
```

```
%f",l[i].bk_name,l[i].author,l[i].pages,l[i].price);
```

```
}
```

```
break;
```

```
case 5:
```

```
printf("\n No of books in library : %d", keepcount);
```

```
break;
```

```
case 6:
```

```
exit (0);
```

```
}
```

```
}
```

```
return 0;
```

```
}
```