

```

/*****
 * search: Prompts the user to enter a part number, then
 *          looks up the part in the database. If the part
 *          exists, prints the name and quantity on hand;
 *          if not, prints an error message.
 *****/
void search(void)
{
    int number;
    struct part *p;

    printf("Enter part number: ");
    scanf("%d", &number);
    p = find_part(number);
    if (p != NULL) {
        printf("Part name: %s\n", p->name);
        printf("Quantity on hand: %d\n", p->on_hand);
    } else
        printf("Part not found.\n");
}

/*****
 * update: Prompts the user to enter a part number.
 *          Prints an error message if the part doesn't
 *          exist; otherwise, prompts the user to enter
 *          change in quantity on hand and updates the
 *          database.
 *****/
void update(void)
{
    int number, change;
    struct part *p;

    printf("Enter part number: ");
    scanf("%d", &number);
    p = find_part(number);
    if (p != NULL) {
        printf("Enter change in quantity on hand: ");
        scanf("%d", &change);
        p->on_hand += change;
    } else
        printf("Part not found.\n");
}

/*****
 * print: Prints a listing of all parts in the database,
 *         showing the part number, part name, and
 *         quantity on hand. Part numbers will appear in
 *         ascending order.
 *****/
void print(void)
{
    struct part *p;

```