

```

    if (find_part(part_number) >= 0) {
        printf("Part already exists.\n");
        return;
    }

    inventory[num_parts].number = part_number;
    printf("Enter part name: ");
    read_line(inventory[num_parts].name, NAME_LEN);
    printf("Enter quantity on hand: ");
    scanf("%d", &inventory[num_parts].on_hand);
    num_parts++;
}

/*****
 * 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 i, number;

    printf("Enter part number: ");
    scanf("%d", &number);
    i = find_part(number);
    if (i >= 0) {
        printf("Part name: %s\n", inventory[i].name);
        printf("Quantity on hand: %d\n", inventory[i].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 i, number, change;

    printf("Enter part number: ");
    scanf("%d", &number);
    i = find_part(number);
    if (i >= 0) {
        printf("Enter change in quantity on hand: ");
        scanf("%d", &change);
        inventory[i].on_hand += change;
    } else
        printf("Part not found.\n");
}

```