#include <stdio.h>

#include <stdlib.h>

#include <string.h>

struct Patron {

char name[100];

char pass[30];

char email[50];

int is\_staff;

};

void add\_patron(){

struct Patron patron;

printf("Enter Name:");

gets(patron.name);

printf("Enter Email:");

gets(patron.email);

printf("Initial Password:");

gets(patron.pass);

printf("Enter 1 if staff 0 otherwise:");

scanf("%d",&patron.is\_staff);

printf("patron %s successfully added\n",patron.name);

}

int menu()

{

int action;

printf("Select as action:\n");

printf("1. Add new Patron\n");

printf("2. View Patron\n");

printf("3. View Books\n");

printf("4. Add new Book\n");

printf("your action: ");

scanf("%d",&action);

if(action< 1 || action > 4){

printf("Invalid Action. Try Again\n");

}

return action;

}

void execute\_action(int action){

switch(action){

case 1:

add\_patron();

break;

case 2:

printf("Here is a list of patrons\n");

break;

case 3:

printf("Here is a list of all the books");

break;

case 4:

printf("adding a new book\n");

break;

default:

printf("Invalid action.\n");

}

}

int main()

{

printf("County Library System");

printf("Welcome Mr. Titus!\n");

execute\_action(menu());

return 0;

}