

PPS MINI PROJECT

SEMESTER: 2nd

NAME: JASH SHARMA

REGISTER NUMBER: RA2111027010201

PROJECT NAME: LIBRARY MANAGEMENT SYSTEM

SECTION: Y1 CSE WITH BIG DATA ANALYTICS

Problem

How to store the books-related information of library using C programming.

DESCRIPTION

A college library management is a project that manages and stores books information electronically according to students needs. The system helps both students and library manager to keep a constant track of all the books available in the library. It allows both the admin and the student to search for the desired book.

ALGORITHM:

Step 1: Start

Step 2: Declare a structure which holds data members

Step 3: declare variables which are used for loop

Step 4: use switch case to work on each module

Step 5: case 1- for Adding book information

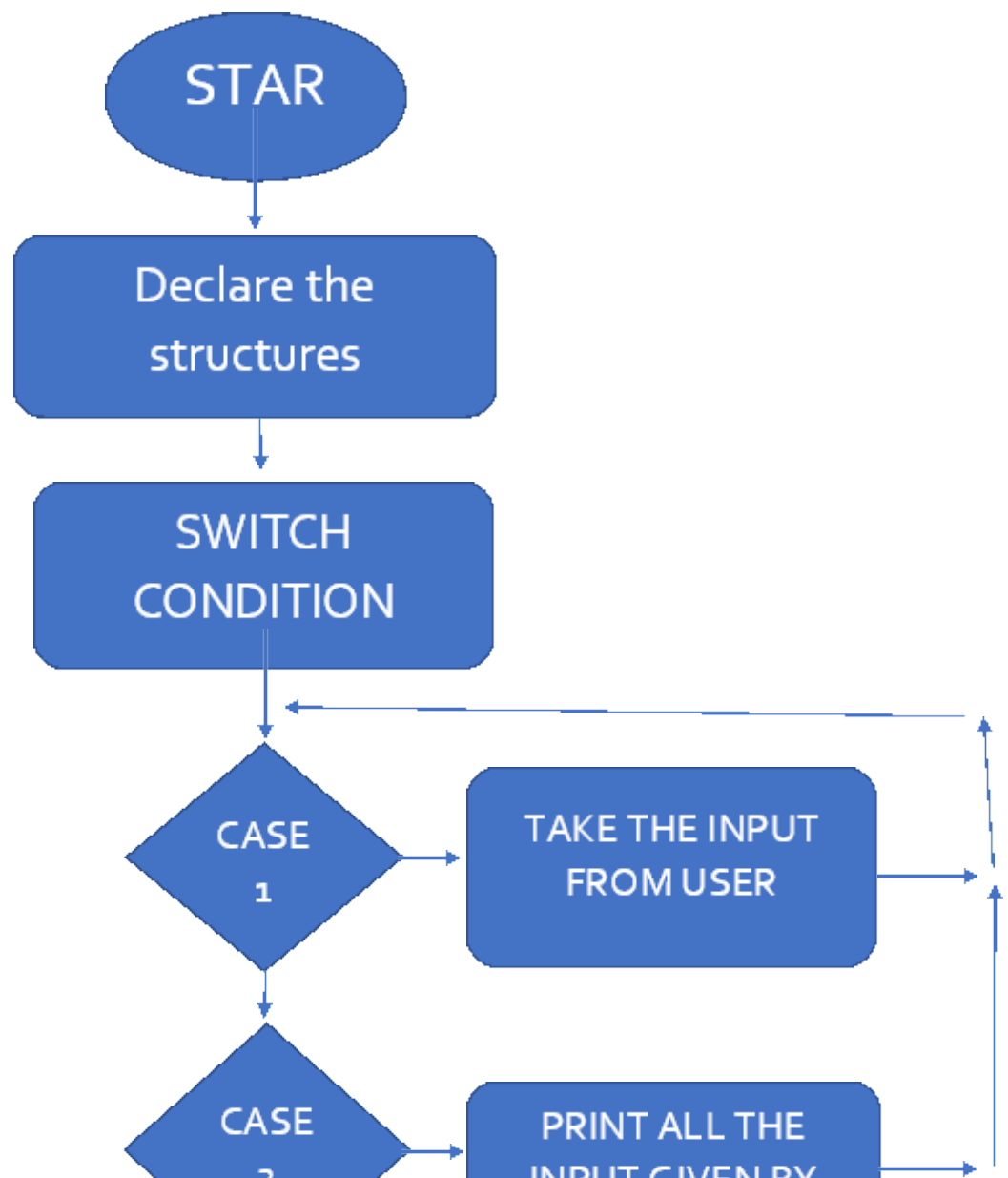
Case 2- for Display book information

Case 3- for Finding number for books in library

Case 4- for EXIT

Step 6: Stop

FLOWCHART:



CODE:

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<string.h>
struct library{
    char bookname[50];
    char author[50];
    int noofpages;
    float price;
};
int main(){
    struct library lib[100];
    char bookname[30];
    int i,j, keepcount;
    i=j=keepcount = 0;
    while(j!=6){
        printf("\n1. Add book information\n");
        printf("2.Display book information\n");
        printf("3. no of books in the library\n");
        printf("4. Exit");
        printf ("\n\nEnter one of the above : ");
        scanf("%d",&j);
        switch (j){
            /* Add book */
            case 1:
                printf ("Enter book name = ");
                scanf ("%s",lib[i].bookname);
                printf ("Enter author name = ");
                scanf ("%s",lib[i].author);
                printf ("Enter pages = ");
                scanf ("%d",&lib[i].noofpages);
                printf ("Enter price = ");
                scanf ("%f",&lib[i].price);
                keepcount++;
                i++;
                break;
            case 2:
                printf("you have entered the following information\n");
                for(i=0; i<keepcount; i++){
                    printf ("book name = %s\n",lib[i].bookname);
                    printf ("\t author name = %s\n",lib[i].author);
                    printf ("\t pages = %d\n",lib[i].noofpages);
```

```
        printf ("\t price = %f\n", lib[i].price);
    }
    break;
case 3:
    printf("\n No of books in library : %d", keepcount);
    break;
case 4:
    exit (0);
}
}
return 0;
}
```

OUTPUT:

1. Add book information
2. Display book information
3. no of books in the library
4. Exit

Enter one of the above : 1

Enter book name = HarryPotter

Enter author name = hp

Enter pages = 250

Enter price = 350.6

1. Add book information
2. Display book information
3. no of books in the library
4. Exit

Enter one of the above : 2

you have entered the following information

book name = HarryPotter

author name = hp

pages = 250

price = 350.600006

1. Add book information
2. Display book information
3. no of books in the library
4. Exit

Enter one of the above : 3

No of books in library : 1

1. Add book information

2. Display book information

3. no of books in the library

4. Exit

Enter one of the above : 4

CONCLUSION: THE LIBRARY MANAGEMENT SYSTEM IS IMPLEMENTED BY C PROGRAMMING. IT IS SAME AS ONE CAN SEE WHILE WE ARE OPERATING LIBRARY COMPUTER.

