Library Management

#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;

while(j!=6)

{

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

printf("3. List all books of given author\n");

printf("4. List the title of specified book\n");

printf("5. List the count of books in the library\n");

printf("6. Exit");

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

scanf("%d",&j);

switch (j)

{

/\* Add book \*/

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 ("book name = %s",l[i].bk\_name);

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

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

printf ("\t price = %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;

}