#include<stdio.h>

#include<stdlib.h>

#include<string.h>

struct library

{

char bk\_name[30];

char publisher[30];

float price;

};

int main()

{

struct library l[100];

char pb\_nm[30],bk\_nm[30];

int i,j, keepcount;

i=j=keepcount = 0;

printf("\n\n## Library Management ##\n");

while(j!=5)

{

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

printf("2. Display All Books Available \n");

printf("3. Display Highest Price Book\n");

printf("4. Display list of Publishers\n");

printf("5. 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 publisher name = ");

scanf ("%s",l[i].publisher);

printf ("Enter price = ");

scanf ("%f",&l[i].price);

keepcount++;

break;

case 2:

printf("Display All Books Available\n");

for(i=0;i<keepcount;i++)

{

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

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

printf ("\t price = %f",l[i].price);

}

break;

case 3:

printf ("Highest Price Book : ");

float temp = 0;

for (i=0;i<keepcount;i++)

{

if(temp < l[i].price)

temp = l[i].price;

}

printf("%f", temp);

break;

case 4:

printf ("List of Publishers : ");

for (i=0;i<keepcount;i++)

{

printf ("\n %s ",l[i].publisher);

}

break;

case 5:

exit (0);

}

}

return 0;

}