



Assignment 14

Structure

1. Create a structure Book with data members as bname, id, author, price. Accept the values of all these members from user and display them.
2. Create a structure Time with data members as hrs, min, sec. Accept the values of all these members from user and display them. Also perform addition of two time variables and display the result. If sec goes beyond 60, carry it to min etc. Add a method to convert the given time into sec.
3. Write a program to create an array for 10 players. For each player store name, no. of matches played, runs, wickets takes.
 - a. Create function to Accept the information of each player.
 - b. Create function to display the information of all the players
 - c. Display the information of player who made maximum runs and the one who took maximum number of wickets.
4. Point of Sale System: Build a simple point of sale system using structures to represent products with attributes like name, price, and quantity. Allow users to add items to a cart and calculate the total cost.
5. Movie Database: Create a program that uses structures to manage a movie database with details like title, director, release year, and genre. Allow users to add, search for, and update movie records.