This code is a C program for managing a simple library system. Here’s a breakdown of its main components:

1. **Libraries**:
   * #include <stdio.h> and #include <stdlib.h> provide standard input-output and general utility functions.
   * #include <string.h> is used for string operations.
   * #include <conio.h> is generally used for console input/output functions (Windows-specific).
2. **Structure Definition**:
   * A struct library is defined to represent each book with fields:
     + char book\_name[100]: stores the name of the book.
     + char author\_name[100]: stores the author's name.
     + float date\_of\_issue: stores the issue date of the book.
3. **Main Function (main())**:
   * Declares an array lib[100] to store up to 100 books.
   * Variables i, j, and count are used for indexing, user choice, and book count, respectively.
4. **Menu System**:
   * A while loop displays a menu allowing users to:
     + Add book details.
     + Display the list of books.
     + Display the total number of books.
     + Exit the program.
   * The user input (j) is used in a switch statement to handle each menu option.
5. **Switch Cases**:
   * **Case 1**: Adds book details by prompting for book\_name, author\_name, and date\_of\_issue.
   * **Case 2**: Loops through and prints all added book details.
   * **Case 3**: Displays the total count of books added so far.
   * **Case 4**: Exits the program.