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#define _CRT_SECURE_NO_WARNINGS
#include<string.h>
#define PartsInventory 100
#define Maxsize 100
etypedef struct parts {
int partnumber;
char partname[Maxsize];
int partquantity;
 }Parts;
 int num_parts = 0;
void InitParts(Parts parts[]);
void InsertParts(Parts parts[]);
void SearchParts(Parts parts[]);
void UpdataParts(Parts parts[]);
void PrintParts(Parts parts[]);
 int main()
    Parts parts[PartsInventory];
InitParts(parts);
        printf("Enter operation code:");
scanf(" %c", &code);
         switch (code)
        case 'i':InsertParts(parts); break;
        case 's':SearchParts(parts); break;
case 'u':UpdataParts(parts); break;
case 'p':PrintParts(parts); break;
case 'q':break;
default:break;
     } while (code != 'q');
  void InitParts(Parts parts[])
     \label{eq:intial} \begin{aligned} & \text{int } i = 0; \\ & \text{for } (i = 0; i < \text{PartsInventory}; i + +) \end{aligned}
        parts[i].partnumber = 0;
parts[i].partquantity = 0;
         strcpy(&parts[i].partname, partname);
void InsertParts(Parts parts[])
     if (num_parts < PartsInventory)</pre>
        printf("Enter part number:");
scanf("%d", &parts[num_parts].partnumber);
printf("Enter part name:");
         getchar();
         gets(&parts[num_parts].partname);
        printf("Enter quantity on hand:");
scanf("%d", &parts[num_parts].partquantity);
         num_parts++;
     else
         printf("Error! the database is full\n");
  void SearchParts(Parts parts[])
```

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Enter operation code:i
Enter part number:528
Part name: Disk drive
Quantity on hand:10
Enter operation code:s
Enter part number:528
Part name: Disk drive
Quantity on hand:10
Enter operation code:s
Enter part number:914
Part not found.
Enter operation code:s
Enter part number:918
Enter part number:918
Enter part number:918
Enter operation code:s
Enter part number:528
Enter part number:528
Enter operation code:s
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・ (全局范围)
#define CRT_SECURE_NO_WARNINGS
#include<string.h>
#define PartsInventory 100
#define Maxsize 100
   int partnumber;
char partname[Maxsize];
  int partquantity;
char category[25];
int num_parts = 0;
void InitParts(Parts parts[]);
void InsertParts(Parts parts[]);
void SearchParts(Parts parts[]);
void UpdataParts(Parts parts[]);
void PrintParts(Parts parts[]);
int main()
    Parts parts[PartsInventory];
    InitParts(parts);
char code = 0;
    char code = 0;
        printf("Enter operation code:");
scanf(" %c", &code);
switch (code)
        case 'i':InsertParts(parts); break;
        case 's':SearchParts(parts); break;
case 'u':UpdataParts(parts); break;
case 'p':PrintParts(parts); break;
        default:break:
    } while (code != 'q');
 void InitParts(Parts parts[])
        parts[i].partnumber = 0;
        parts[i].partquantity = 0;
char partname[Maxsize] = { '\0' };
        strcpy(&parts[i].partname, partname);
strcpy(&parts[i].category, partname);
void InsertParts(Parts parts[])
    if (num_parts < PartsInventory)
       printf("Enter part number:");
scanf("%d", &parts[num_parts].partnumber);
printf("Enter part name:");
       gets(&parts[num_parts].partname);
printf("Enter quantity on hand:");
scanf("%d", &parts[num_parts].partquantity);
printf("Enter category:");
        getchar();
        gets(&parts[num_parts].category);
num_parts++;
    else
       printf("Error! the database is full\n");
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void SearchParts(Parts parts[])
             printf("Enter part number:");
scanf("%d", &num);
             while (parts[i].partnumber!=num&& parts[i].partnumber != 0)
             if (parts[i].partnumber != 0)
                printf("Part name :%s\n", parts[i].partname);
printf("Quantity on hand:%d\n", parts[i].partquantity);
printf("Category name :%s\n", parts[i].category);
               printf("Part not found.\n");
          void UpdataParts(Parts parts[])
          void UpdataParts(Parts parts[])
            int num = 0,q=0,i=0;
printf("Enter part number:");
scanf("%d", &num);
             while (parts[i].partnumber != num&& parts[i].partnumber!=0)
             if (parts[i].partnumber != 0)
               printf("Enter change in quantity on hand:");
scanf("%d", &q);
               parts[i].partquantity += q;
               printf("Error! It is not in the database!\n");
          void PrintParts(Parts parts[])
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            printf("Part Number Part Name Quantity on Hand Category name\n");
            oid PrintParts(Parts parts[])
            printf(\text{*Part Number Part Name Quantity on Hand Category name} \setminus \text{n*}); \\ int i = 0; \\
            while (parts[i].partnumber != 0)
              printf("%d
                                                                \textbf{\%s\n"}, parts[i].partnumber, parts[i].partname, parts[i].partquantity, parts[i].category);
```

```
Enter operation code:i
Enter part number:528
Enter part number:914
Part not found.
Enter operation code:s
Enter part number:914
Enter part number:914
Enter part number:914
Enter part number:918
Enter part number:928
Enter part number:528
Enter part number:528
Enter part number:538
Enter part number:538
Enter change in quantity on hand:2
Enter part number:538
Enter change in quantity on hand:2
Enter part number:538
Enter change in quantity on hand:2
Enter part number:538
Enter change in quantity on hand:8
Category name : computer
Enter operation code:s
Enter part number:538
Enter change in quantity on hand:4
Enter part number:538
Enter change in quantity on hand:5
Enter change in quantity on hand:8
Category name : computer
Enter operation code:s
Enter part number:538
Enter change in quantity on hand:4
Enter part number:538
Enter change in quantity on hand:5
Enter change in quantity on hand:5
Enter change in quantity on hand:6
Enter part number:538
Enter change in quantity on hand:6
Enter change in quantity on hand:6
Enter change in quantity on hand:8
Enter change in quantity on hand:6
Enter change in quantity on hand:6
Enter change in quantity on hand:7
Enter part number:538
Enter change in quantity on hand:4
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Enter change in quantity on hand:4
Enter part number:538
Enter change in quantity on
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          void InitParts(Parts parts[])
              for (i = 0; i < PartsInventory; i++)
                 parts[i].partnumber = 0;
                 parts[i].partquantity = 0;
char partname[Maxsize] = { '\0' };
strcpy(&parts[i].partname, partname);
strcpy(&parts[i].category, partname);
          void InsertParts(Parts parts[])
             if (num_parts < PartsInventory)
                 printf("Enter part number:");
scanf("%d", &parts[num_parts].partnumber);
                 printf("Enter part name:");
                 getchar();
                 gets(&parts[num_parts].partname)
                 gets(&parts[num_parts].partname);
                 printf("Enter quantity on hand:");
scanf("%d", &parts[num_parts].partquantity);
                 printf("Enter category:");
                 getchar();
                 gets(&parts[num_parts].category);
num_parts++;
              else
                 printf("Error! the database is full\n");
           void SearchParts(Parts parts[])
             int num = 0,i=0;
printf("Enter part number:");
scanf("%d", &num);
              while (parts[i].partnumber!=num&& parts[i].partnumber != 0)
              if (parts[i].partnumber != 0)
                 printf("Part name :%s\n", parts[i],partname);
printf("Quantity on hand:%d\n", parts[i].partquantity);
printf("Category name :%s\n", parts[i].category);
                 printf("Part not found.\n");
            void UpdataParts(Parts parts[])
              int num = 0,q=0,i=0;
              printf("Enter part number:");
scanf("%d", &num);
              while \ (parts[i].partnumber \,!=\, num \&\&\ parts[i].partnumber \,!=0)
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              if (parts[i].partnumber != 0)
                 printf("Enter change in quantity on hand:");
scanf("%d", &q);
parts[il.partquantity += q;
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printf("Error! It is not in the database!\n");
       void PrintParts(Parts parts[])
         printf("Part Number Part Name Quantity on Hand Category name\n");
         while (parts[i].partnumber != 0)
          void DeleteParts(Parts parts[])
         int num = 0, i = 0;
printf("Enter the part number you want to delete:");
scanf("%d", &num);
         while (parts[i].partnumber != num && parts[i].partnumber != 0)
         if (parts[0].partnumber == 0)
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         if (parts[0].partnumber == 0)
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          printf("Error!The database is empty!\n");
         else if(parts[i].partnumber == 0)
           printf("Error!The part is not in the database!\n");
           while (parts[++i].partnumber == 0)
             parts[i-1] = parts[i];
```

```
Enter operation code:i
Enter part number:528
Enter part name:Disk Drive
Enter quantity on hand:10
Enter category:computer
Enter part number:111
Enter part name:cd
Enter quantity on hand:2
Enter quantity on hand:2
Enter part name:cd
Enter quantity on hand:2
Enter quantity on hand:2
Enter part name:cd
Enter part name:cd
Enter operation code:d
Enter operation code:1
Enter operation code:1123
Error:|The part is not in the database!
Enter operation code:Enter operation code:
Enter operation code:

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