

Ex. No.: 12

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File Organization Technique- Single and Two level directory

AIM:

To implement File Organization Structures in C are

- a. Single Level Directory
- b. Two-Level Directory
- c. Hierarchical Directory Structure
- d. Directed Acyclic Graph Structure

a. Single Level

Directory

ALGORITHM

1. Start
2. Declare the number, names and size of the directories and file names.
3. Get the values for the declared variables.
4. Display the files that are available in the directories.
5. Stop.

PROGRAM:

```
#include <stdio.h>
#include <graphics.h>
void main() {
    int gd = DETECT, gm, count, i, j, mid, cir_x;
    char filename[10][20];
    initgraph(&gd, &gm, "c:\\Turbo3\\BGI");
    clrdevice();
    setbkcolor(GREEN);
    printf("Enter the number of files: ");
    scanf("%d", &count);
```



```
for (i=0; i < count; i++) {
```

```
    cleardevice();
```

```
    setbkcolor (GREEN);
```

```
    printf ("Enter the number of tile v.d.: ", i+1);
```

```
    scanf ("%d", &fname[i]);
```

```
    setfillstyle (1, MAGENTA);
```

```
    mid = 40 / count;
```

```
    cir-x = mid / 3;
```

```
    bar3d (270, 100, 370, 150, 0, 0);
```

```
    settextstyle (2, 0, 4);
```

```
    setttextjustify (1, 1);
```

```
    outtextxy (320, 125, "Root directory");
```

```
    setcolor (BLUE);
```

```
    for (j=0; j <= i; j++, cir-x += mid) {
```

```
        line (320, 150, cir-x, 250);
```

```
        fillellipse (cir-x, 250, 30, 30);
```

```
        outtextxy (cir-x, 250, tname[j]);
```

```
    }
```

```
}
```

```
getch();
```

```
closegraph();
```

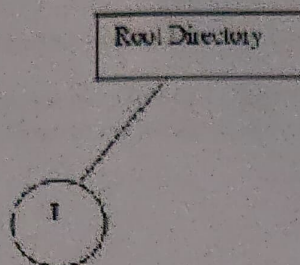
```
}
```


OUTPUT:

Enter the Number of files

2

Enter the file1 J



Enter the file2 B

