

# Filing in C

Lecture

by

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# A file writing example

```
#include<conio.h>
```

```
#include<stdio.h>
```

```
void main()
```

```
{
```

```
FILE *file_pointer;
```

```
file_pointer=fopen("hello.txt","w");
```

```
fprintf(file_pointer,"Hello, World3.\n");
```

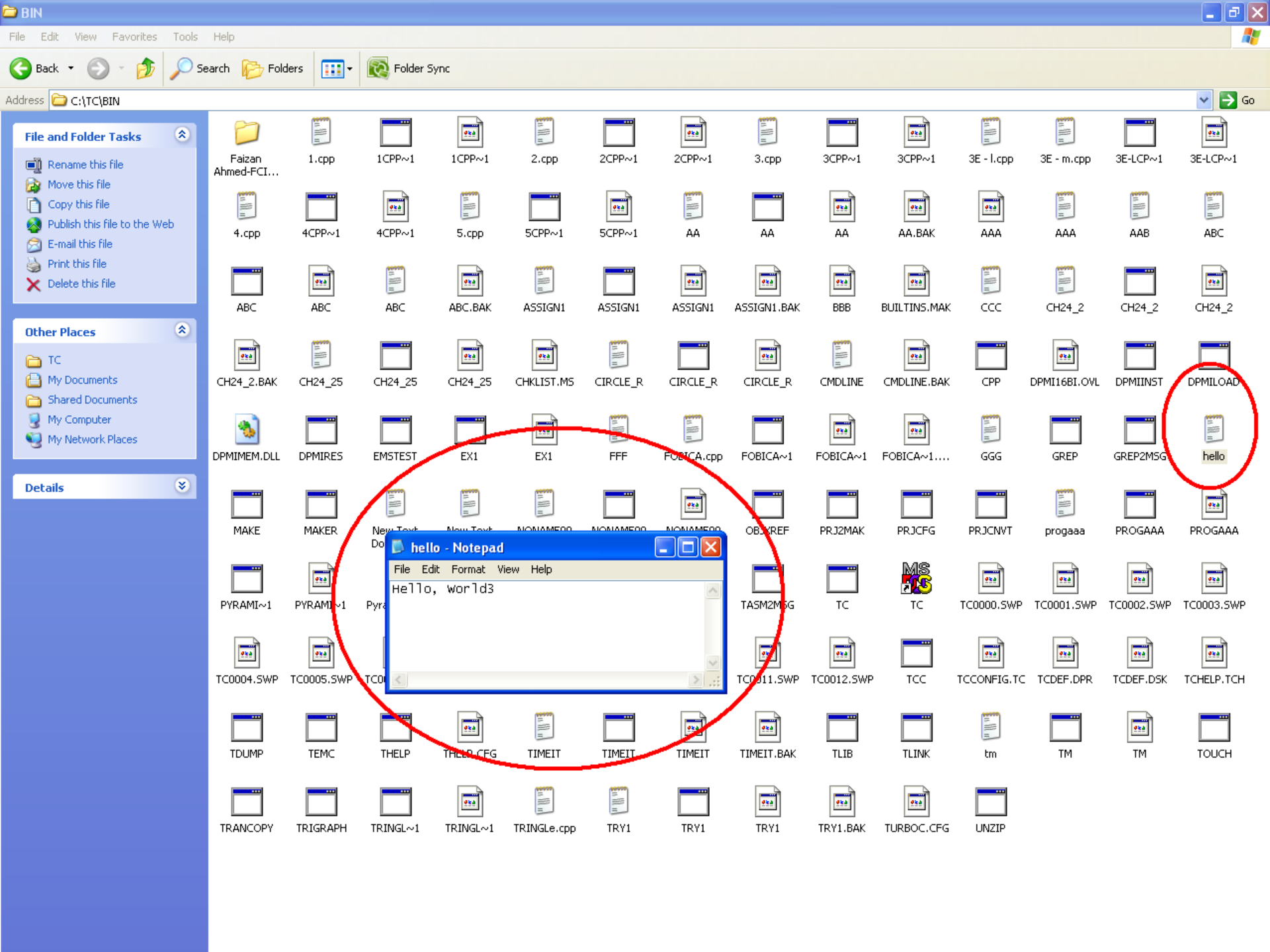
```
fclose(file_pointer);
```

```
getch();
```

```
}
```

# Output

- By executing above program, a file will be created named “hello.txt” (if not created already), and the string “Hello, World3” will be written into it.



# Explanation

- `FILE *file_pointer;`

FILE: its file control structure for streams.

Creates a pointer variable named “file\_pointer” of type FILE.

- `file_pointer=fopen("hello.txt","w");`

Opens(if available) or creates a file hello.txt. And assigns this information to pointer variable file\_pointer.

# File Opening Options

File Opening Options	Meaning
r	Open(existing) file for reading
w	Open(Create if necessary) file for writing
a	Open(Create if necessary) file for appending.
r+	Open(existing) file for reading and writing
w+	Create and open file for reading and writing
a+	Open(Create if necessary) file for reading and appending.

# A file reading example

```
#include<stdio.h>
#include<conio.h>

void main(void)
{
    int ch;
    FILE *file_pointer;

    file_pointer =fopen("hello.txt","r");

    while((ch=fgetc(file_pointer))!=EOF)

        printf("%c",ch);

    fclose(file_pointer);

    getch();
}
```

# Output

- By executing above program, the contents of the file: “hello.txt” will be printed.
- In this case the file: “hello.txt” contains a string “Hello, World3”, hence the same will be printed.



## WRITE

```
void main(void)

{

FILE *file_pointer;

file_pointer=fopen("hello.txt","w");

fprintf(file_pointer,"Hello, World3.\n");

fclose(file_pointer);

getch();
}
```

## READ

```
void main(void)

{
int ch;
FILE *file_pointer;

file_pointer =fopen("hello.txt","r");

while((ch=fgetc(file_pointer))!=EOF)
printf("%c",ch);

fclose(file_pointer);

getch();
}
```