//fileio.c

#include<stdio.h>

int main()

{

//read function

// char string[100];

// FILE \*ptr=NULL;

// ptr=fopen("fileio.txt","r");

// fscanf(ptr,"%s",string); //it reads only upto white space , so output is: hello

// printf("The content in fileio.txt is ::\n%s",string);

//write function

// char string[100]="This was added during programming";

// FILE \*ptr=NULL;

// ptr=fopen("fileio.txt","w");

// fprintf(ptr,"%s",string); //it will delete previous data and

// //only the data inputed will be stored in the file

//append function

char string[100]="This was added using append";

FILE \*ptr=NULL;

ptr=fopen("fileio.txt","a");

fprintf(ptr,"%s",string); //it do not deletes previous data but adds the new //data to existing

//data in the file the same number of times we run the program

fclose(ptr);

return 0;

}

Fileio.txt

aaaaaaaaaaaaaaaaaaoThis is string--oThis is string—

//fileioatoz.c

#include<stdio.h>

int main()

{

FILE \*ptr;

char string[50];

//fgetc

// ptr=fopen("fileio.txt","r");

// char c;

// c=fgetc(ptr); //it gets a character from the pointer file

// printf("The charaacter is: \n%c\n",c);

// c=fgetc(ptr);

// printf("The charaacter is: \n%c",c); //when we call it again, it givess next character

// fclose(ptr);

//fgets

// ptr=fopen("fileio.txt","r");

// char string[50];

// fgets(string,30,ptr); //it will get us string upto 29 char

// printf("The string is: \n%s\n",string);

// fclose(ptr);

//fputc and fputs

// ptr=fopen("fileio.txt","w");

// fputc('o',ptr); //it erases all previous data and addd neww text to file

// fputs("This is string",ptr);

// fclose(ptr);

//r+

// ptr=fopen("fileio.txt","r+");

// fputc('o',ptr); //it erases all previous data upto position which it need for storage of new data

// //other data remains the same

// fputs("This is string--",ptr);

// fclose(ptr);

//w+

// ptr=fopen("fileio.txt","w+");

// fputc('o',ptr); //it erases all previous data and new data is stored

// fputs("This is string--",ptr);

// fclose(ptr);

//a+

ptr=fopen("fileio.txt","a+");

fputc('o',ptr); //it erases all previous data upto position which it need for storage of new data

//other data remains the same

fputs("This is string--",ptr);

}