C programming

Trainer : Nisha Dingare

Email : nisha.dingare@sunbeaminfo.com

File IO :

- File is collection of data and information on storage device.
- Each file have data (contents) and metadata (information).
- File IO can enable read/write file data.
- File Input Output
  - Low Level File IO
    - Explicit Buffer Management. Use File Handle.
  - High Level File IO
    - Auto Buffer Management. Use File Pointer.
    - Formatted (Text) IO
      - fprintf(), fscanf()
    - Unformatted (Text) IO
      - fgetc(), fputc(), fgets(), fputs()
    - Binary File IO
      - fread(), fwrite()

File IO :

- File I/O helps to read /write data to secondary to storage.
- Must open file first to set **file pointer**
- Must pass file pointer to file access functions
- Need to close file when done
- Functions
  - fopen, fclose, freopen
  - fseek , ftell
  - rewind
  - remove, rename
  - Fflush

File IO :

- File must be opened before read/write operation and closed after operation is completed.
- FILE * fp = fopen("filepath", "mode"); – to open the file
  - File open modes:
    - w: open file for write. If exists truncate. If not exists create.
    - r: open file for read. If not exists, function fails.
    - a: open file for append (write at the end). If not exists create.
    - w+: Same as "w" + read operation.
    - r+: Same as "r" + write operation.
    - a+: Same as "a" + append (write at the end) operation.
  - File can be opened as text file (default or suffix "t") or binary (suffix "b").
  - Return FILE* when opened successfully, otherwise return NULL.
- fclose(fp);
  - Close file and release resources.

File Functions :

- Fopen() ---helps to load file in memory file can be loaded with different modes
- Fclose() ---helpsto unload file
- ftell() --provides current file pointer position
- fseek () --helps to reposition filepointer
- using three constants
  - 1. SEEK_SET 0
  - 2. SEEK_CUR 1
  - 3. SEEK_END 2

Thank you!!