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26. Construct a C program to implement the file management operations.

AIM

To implement file management operations in C.

ALGORITHM

- 1. Start
- 2. Prompt the user to choose a file management operation:
 - o Create a file
 - o Write to a file
 - o Read from a file
 - o Append to a file
 - o Delete a file
- 3. Perform the selected operation:
 - For creating/writing/appending, open the file with the respective mode and perform the operation.
 - o For reading, open the file in read mode and display its content.
 - o For deleting, use the remove() function.
- 4. Display appropriate success or failure messages.
- 5. Repeat the process until the user exits.
- 6. **Stop**

PROCEDURE

- 1. Include necessary libraries.
- 2. Define functions for each operation:
 - o Create or open a file.
 - Write data to the file.
 - o Read data from the file.
 - Append data to the file.

- Delete a file.
- 3. Use a menu-driven approach to allow users to choose an operation.
- 4. Call the appropriate function based on the user's choice.

CODE:

```
#include <stdio.h>
#include <stdlib.h>
void createFile() {
  char filename[100];
  printf("Enter the filename to create: ");
  scanf("%s", filename);
  FILE *file = fopen(filename, "w");
  if (file) {
    printf("File '%s' created successfully.\n", filename);
    fclose(file);
  }else{
    printf("Error creating file.\n");
 }
}
void writeFile() {
  char filename[100], content[1000];
  printf("Enter the filename to write to: ");
  scanf("%s", filename);
  FILE *file = fopen(filename, "w");
  if (file) {
    printf("Enter content to write: ");
    getchar();
```

```
fgets(content, sizeof(content), stdin);
    fprintf(file, "%s", content);
    printf("Content written successfully.\n");
    fclose(file);
 } else {
    printf("Error opening file.\n");
 }
}
void readFile() {
  char filename[100], ch;
  printf("Enter the filename to read: ");
  scanf("%s", filename);
  FILE *file = fopen(filename, "r");
  if (file) {
    printf("File content:\n");
    while ((ch = fgetc(file)) != EOF) {
      putchar(ch);
   }
    fclose(file);
 } else {
    printf("Error opening file.\n");
 }
}
void appendFile() {
  char filename[100], content[1000];
  printf("Enter the filename to append to: ");
```

```
scanf("%s", filename);
  FILE *file = fopen(filename, "a");
  if (file) {
    printf("Enter content to append: ");
    getchar();
    fgets(content, sizeof(content), stdin);
    fprintf(file, "%s", content);
    printf("Content appended successfully.\n");
    fclose(file);
  } else {
    printf("Error opening file.\n");
 }
}
void deleteFile() {
  char filename[100];
  printf("Enter the filename to delete: ");
  scanf("%s", filename);
  if (remove(filename) == 0) {
    printf("File '%s' deleted successfully.\n", filename);
 } else {
    printf("Error deleting file.\n");
 }
}
int main() {
  int choice;
  while (1) {
```

```
printf("\nFile Management Operations:\n");
  printf("1. Create a file\n");
  printf("2. Write to a file\n");
  printf("3. Read from a file\n");
  printf("4. Append to a file\n");
  printf("5. Delete a file\n");
  printf("6. Exit\n");
  printf("Enter your choice: ");
  scanf("%d", &choice);
  switch (choice) {
    case 1: createFile(); break;
   case 2: writeFile(); break;
    case 3: readFile(); break;
    case 4: appendFile(); break;
    case 5: deleteFile(); break;
    case 6: exit(0);
   default: printf("Invalid choice.\n");
 }
}
return 0;
```

}

OUTPUT:

