1. PRACTO

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

struct Doctor {
    int id;
    char name[50];
};

struct Patient {
    int id;
    char name[50];
};

void addDoctor() {
    struct Doctor d;
    FILE *file = fopen("doctors.txt", "a");
    printf("Enter Doctor ID: ");
    scanf("%d", &d.id);
    printf("Enter Doctor Name: ");
    scanf(" %s", d.name);
    fprintf(file, "%d %s\n", d.id, d.name);
    fclose(file);
    printf("Doctor added successfully!\n");
}
```

```
void addPatient() {
    struct Patient p;
    FILE *file = fopen("patients.txt", "a");
    printf("Enter Patient ID: ");
    scanf("%d", &p.id);
    printf("Enter Patient Name: ");
    scanf(" %s", p.name);
    fprintf(file, "%d %s\n", p.id, p.name);
    fclose(file);
    printf("Patient added successfully!\n");
}

void displayRecords(const char *filename) {
    FILE *file = fopen(filename, "r");
    if (!file) {
        printf("No records found!\n");
        return;
    }
    char line[100];
    while (fgets(line, sizeof(line), file)) {
        printf("%s", line);
    }
    fclose(file);
}

int main() {
    int choice;
    while(1) {
```

```
        printf("\nPracto Application\n");
        printf("1. Add Doctor\n");
        printf("2. Add Patient\n");
        printf("3. Display Doctors\n");
        printf("4. Display Patients\n");
        printf("5. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1: addDoctor();
                    break;
            case 2: addPatient();
                    break;
            case 3: displayRecords("doctors.txt");
                    break;
            case 4: displayRecords("patients.txt");
                    break;
            case 5: exit(0);
            default:
                printf("Invalid choice.\n");
        }
    }
        return 0;
}
```