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16. Develop a C program for implementing random access file for processing the employee details.

AIM:

To develop a C program that implements random access files for processing employee details.

ALGORITHM:

- 1. Define a structure Employee with fields such as ID, name, and salary.
- 2. Create a random access file where employee details will be stored.
- 3. Provide functionality to add, modify, delete, and display employee records.
- 4. Use fseek() for random access to specific records.
- 5. Use ftell() to determine the position in the file.
- 6. Implement a menu-driven program to interact with the user.

PROCEDURE:

- 1. Define the Employee structure with fields like ID, Name, and Salary.
- 2. Create a file to store employee records in binary format.
- 3. Implement functions for:
 - \circ Adding a new employee to the file.
 - Modifying an existing employee's details.
 - o Deleting an employee record.
 - Displaying all employee details.
- 4. Use fseek() to navigate to specific records by byte offset.
- 5. Use fwrite() and fread() to store and retrieve records from the file.
- 6. Implement user options to interact with the program.

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CODE:
#include <stdio.h>
#include <string.h>
#define MAX_NAME_LEN 100
#define FILE_NAME "employee.dat"
typedef struct {
 int id;
 char name[MAX_NAME_LEN];
 float salary;
} Employee;
void add_employee(FILE *fp) {
 Employee emp;
 printf("Enter employee ID: ");
 scanf("%d", &emp.id);
 getchar();
 printf("Enter employee name: ");
 fgets(emp.name, MAX_NAME_LEN, stdin);
 emp.name[strcspn(emp.name, "\n")] = '\0';
 printf("Enter employee salary: ");
 scanf("%f", &emp.salary);
 fseek(fp, 0, SEEK_END);
 fwrite(&emp, sizeof(Employee), 1, fp);
}
void modify_employee(FILE *fp) {
 int id;
```

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printf("Enter employee ID to modify: ");
  scanf("%d", &id);
  Employee emp;
  int found = 0;
  while (fread(&emp, sizeof(Employee), 1, fp)) {
   if (emp.id == id) {
     found = 1;
     printf("Enter new employee name: ");
     getchar();
     fgets(emp.name, MAX_NAME_LEN, stdin);
     emp.name[strcspn(emp.name, "\n")] = '\0';
     printf("Enter new employee salary: ");
     scanf("%f", &emp.salary);
     fseek(fp, -sizeof(Employee), SEEK_CUR);
     fwrite(&emp, sizeof(Employee), 1, fp);
     break;
   }
 }
  if (!found) {
   printf("Employee not found.\n");
 }
}
void delete_employee(FILE *fp) {
  FILE *temp_fp = fopen("temp.dat", "wb");
  int id;
  printf("Enter employee ID to delete: ");
  scanf("%d", &id);
  Employee emp;
```

```
int found = 0;
  while (fread(&emp, sizeof(Employee), 1, fp)) {
    if (emp.id != id) {
     fwrite(&emp, sizeof(Employee), 1, temp_fp);
   } else {
     found = 1;
   }
  }
 fclose(fp);
  remove(FILE_NAME);
  rename("temp.dat", FILE_NAME);
  if (found) {
    printf("Employee deleted successfully.\n");
 } else {
    printf("Employee not found.\n");
 }
}
void display_all_employees(FILE *fp) {
  Employee emp;
 fseek(fp, 0, SEEK_SET);
 while (fread(&emp, sizeof(Employee), 1, fp)) {
    printf("ID: %d, Name: %s, Salary: %.2f\n", emp.id, emp.name, emp.salary);
 }
}
int main() {
  FILE *fp;
 fp = fopen(FILE_NAME, "rb+");
```

```
if (fp == NULL) {
 fp = fopen(FILE_NAME, "wb+");
 if (fp == NULL) {
    printf("Unable to open file.\n");
   return 1;
 }
}
int choice;
while (1) {
 printf("\nMenu:\n");
  printf("1. Add employee\n");
  printf("2. Modify employee\n");
  printf("3. Delete employee\n");
  printf("4. Display all employees\n");
  printf("5. Exit\n");
  printf("Enter your choice: ");
  scanf("%d", &choice);
  switch (choice) {
    case 1:
      add_employee(fp);
      break;
   case 2:
      modify_employee(fp);
      break;
    case 3:
      delete_employee(fp);
      break;
    case 4:
```

```
display_all_employees(fp);
    break;
    case 5:
        fclose(fp);
        return 0;
        default:
        printf("Invalid choice. Please try again.\n");
     }
}
return 0;
```

OUTPUT:

