**file mangement system in C programming**

#include<stdio.h>

#include<string.h>

#include<stdlib.h> #include<dirent.h> void createfile(); void readfile(); void writefile(); void appendfile(); void deletefile(); void listoffiles(); void menu();

int main(){ int choice;

printf("FILE MANGEMENT SYSTEM:\n"); do{ menu(); printf("ENTER YOUR CHOICE:"); scanf("%d",&choice); switch (choice)

{

case 1:

createfile(); break; case 2:

readfile(); break; case 3:

writefile(); break; case 4: appendfile(); break; case 5:

deletefile(); break; case 6:

listoffiles(); break; case 7: menu(); break; case 8:

printf("exting the system\n");

break; default: printf("!invalid output!"); break;

}

}while(choice!=8); return 0;

}

# //BLOCK FOR MENU FUNCTION

void menu(){ printf("1.FOR CREATE FILE:\n"); printf("2.FOR READ FILE:\n"); printf("3.FOR WRITE INTO THE FIlE:\n"); printf("4.FOR APPEND FILE:\n"); printf("5.FOR DELETE FILE\n"); printf("6.FOR DISPLAY LIST OF FILES\n"); printf("7.FOR DISPLAY MENU:\n"); printf("8.FOR EXIT THE SYETEM:\n");

}

# //CREATE FILE BLOCK

void createfile(){ char filename[300]; printf("ENTER THE FILE NAME:"); scanf("%s",&filename);

FILE\*pointer; pointer = fopen(filename,"w"); if(pointer==NULL){ printf("file not created!");

}

else{ printf("File %s create sucessfully\n",filename);

}

fclose(pointer); return ;

}

# // READ FROM THE FILE

void readfile(){ char filename[300]; char ch; FILE\*fptr; printf("Enter the file name:"); scanf("%s",&filename); fptr=fopen(filename,"r"); //ch = fgetc(fptr); if(fptr==NULL){ printf("file not opened:");

} else{ printf("file is opened:");

} ch = fgetc(fptr); while(ch!=EOF){

printf("%c",ch); ch = fgetc(fptr);

} fclose(fptr); return ; }

# // WRITTEN DATA BLOCK

void writefile(){ char filename[250]; char datawritten[2000]; FILE\*fptr; printf("Enter the file name:"); scanf("%s",&filename); fptr=fopen(filename,"w"); if(fptr==NULL){ printf("file not opened:");

}

else{ printf("file opened\n");

}

printf("ENTER DATA:"); scanf("%s",&datawritten); fgets(datawritten,sizeof(datawritten),stdin); fprintf(fptr , "%s" ,datawritten); fclose(fptr);

return ;

}

// APPEND DATA INTO THE FILE void appendfile(){ char filename[250]; char datawritten[2000]; FILE\*fptr; printf("Enter the file name:"); scanf("%s",&filename); fptr=fopen(filename,"a"); if(fptr==NULL){ printf("file not opened:");

}

else{ printf("file opened\n");

}

//fflush(stdin); printf("ENTER DATA:"); scanf("%s",&datawritten); getchar(); fgets(datawritten,sizeof(datawritten),stdin);

fprintf

(

fptr

,

"

%s

"

,

datawritten

)

;

fclose

(

fptr

)

;

return

;

}

//DELETE FILE BLOCK

void

deletefile

(){

char

filename

[

250

]

;

printf

(

"Enter the file name:"

)

;

scanf

(

"

%s

"

,

&

filename

)

;

if

(

remove

(

filename

)

==

0

){

printf

(

"file deleted

\n

"

)

;

}

else

{

printf

(

"not deleted

\n

"

)

;

}

return

;

}

//BLOCK OF DISPLAY LIST OF FILES

void

listoffiles

(){

struct

dirent

\*

entry

;

DIR

\*

dr

=

opendir

(

"."

)

;

if

(

dr

==

NULL

)

{

printf

(

"Could not open current directory"

);

}

while

((

entry

=

readdir

(

dr

))

!=

NULL

)

printf

(

"

%s

\n

"

,

entry

->

d\_name

)

;

closedir

(

dr

)

;

return

;

}







