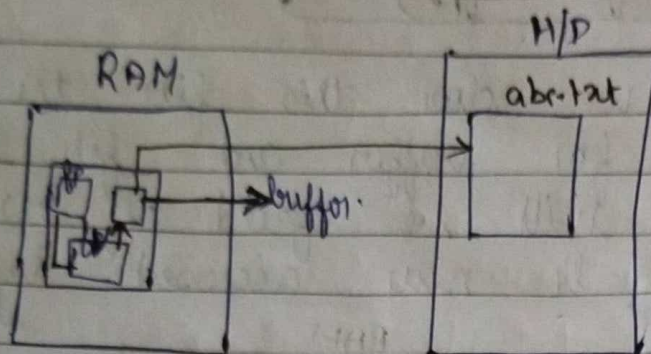


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## C-121 → File Handling in C → Part 3

### Writing in a File in C language



\* To write something into a file; we should check two cases.

- file exist
- file do not exist.

\* If file exist, first we need to load that file into the RAM/main memory containing buffer.

\* Then file open function is used to open that file; which in turn creates a buffer and file variable memory which is pointed by file pointer.

\* Using file pointer; we choose the mode to access the file and after everything is finished; it will be loaded into buffer and back the hard disk of file and finally remove file pointer.



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\* If file do not exists then create a file and do other operations.

Note (X)

```
main()
{
    FILE *fp;

    fp = fopen("abc.txt", "w");
    "w" mode
```

(\*) "w" mode means whatever the content exist in "abc.txt" is erased and opened into the buffer ~~and~~ <sup>(or)</sup> overwritten file.

\* If file do not exist, first it will create a file; then it will open the file and write

\* To write something to a file we have 3 functions,

- fputc (write a character into file)
- fputs (write string into file)
- fprintf (write something into file).

If file is in some other location we have to specify the complete path; or else if file is there in the same directory where we have our program, then no need to specify full path of file name.

Note

\* putc → write a character into screen.  
puts → write string into screen.



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\* To write single character into a file we use fputc.

Eg: 

```
main()
```

```
FILE *fp;
```

```
char ch = 'a'; char ch;  
printf("Enter character:"); scanf("%c", &ch);  
fp = fopen("abc.txt", "w");
```

(i) `fputc(ch, fp);` → using variable put character

(ii) `fputc('a', fp);` → directly ~~using~~ put character

(iii) `fputc(ch, fp);` → take input from user for variable then put character.

```
fclose(fp);
```

```
}
```

\* To write a string into a file we use fputs.

Eg: main()

```
FILE *fp;
```

```
Char str[50] = "Jennys Lecture";
```

```
fp = fopen("abc.txt", "w");
```

```
fputs(str, fp);
```

```
fclose(fp);
```

also take input from user

```
char str[50];  
printf("Enter string");  
gets(str);
```

3.

\* If we want to write a single character by character from a string; Then use loop conditions for `fputc`.

Eg:- main()

```
FILE *fp; int i;
```

```
Char str[50] = "Jennys Lecture";
```

```
fp = fopen("abc.txt", "w");
```

```
for(i=0; i != strlen(str); i++)
```

```
{
```

```
fputc(str[i], fp);
```

```
}
```

```
fclose(fp);
```

←  
`strlen()`

will provide length of the string which is predefined function

→ so use header file `string.h`.



Append mode → need the previous content with existing content in file (don't discuss in next video).

\* Thus why we use `fprintf` function, using this we can use all i.e. we can write down number, character, float or any other data types but we only need to specify the format specifier for specific data types either `%d` or `%c` or `%f` etc.

So that only <sup>printf/scanf</sup> they are known as formatted output or input functions

Eg:- `main()`

```
{  
    FILE *fp; or = NULL;  
    int a = 10;  
    char str[50] = "Jennys Lecture";  
    char = 'c';
```

```
    fp = fopen("abc.txt", "w");
```

```
    fprintf(fp, "%d %s %c", a, str, char);
```

```
    fclose(fp);  
}
```

Note: If we can't access the file or the file is in use by any other, to verify that we can check using file pointer

Eg:- `if (fp == NULL)`

```
{  
    printf("No file");  
    exit(1);  
}
```

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 1-FILE HANDLING-WRITE MODE **/
4  /** WRITING CHARACTER INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      char ch;
10     printf("Enter the value of ch: ");
11     scanf("%c", &ch);
12     fp=fopen("abc.txt", "w");
13
14     fputc(ch, fp);
15
16     fclose(fp);
17
18     return 0;
19 }
20

```

"D:\1. C C++\NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PART 5\_1-FILE HANDLING-WRITE MODE\1-FILE HANDLING-WRITE MODE.exe"

Enter the value of ch: a

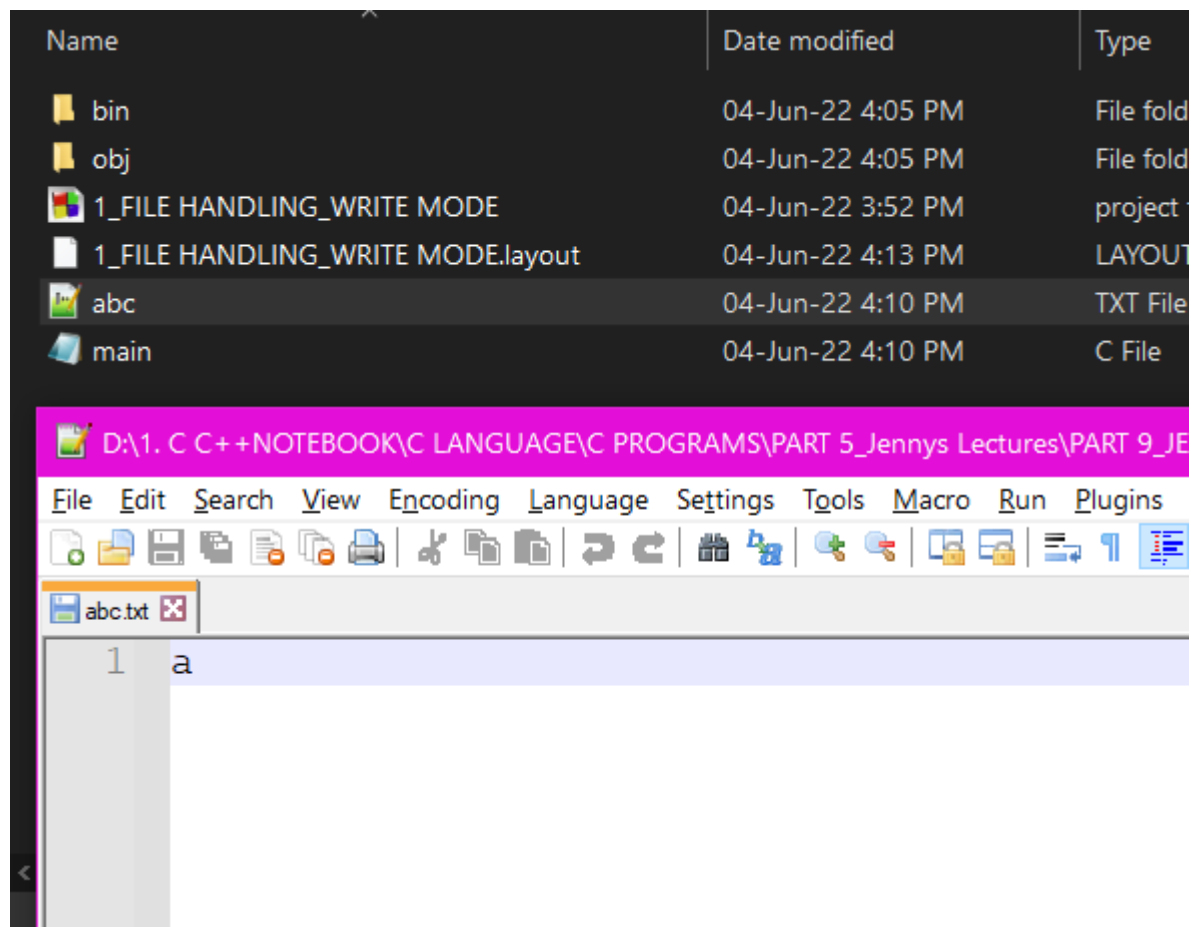
Process returned 0 (0x0)    execution time : 2.019 s

Press any key to continue.

LECTURE... > 1\_FILE HANDLING\_WRITE MODE > Search 1\_FILE HANDLI...

Name	Date modified	Type
bin	04-Jun-22 4:05 PM	File folder
obj	04-Jun-22 4:05 PM	File folder
1_FILE HANDLING_WRITE MODE	04-Jun-22 3:52 PM	project file
abc	04-Jun-22 4:05 PM	TXT File
main	04-Jun-22 4:05 PM	C File

File name “abc.txt” which do not exist in this folder is now created and character what we give as input at the run time is written into this file “abc.txt”





```

1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 2-FILE HANDLING-WRITE MODE **/
4  /** WRITING CHARACTER INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      char ch;
10     printf("Enter the value of ch: ");
11     scanf("%c",&ch);
12     fp=fopen("abc.txt","w");
13
14     fputc(ch,fp);
15
16     fclose(fp);
17
18     return 0;
19 }
20

```

S LECTURE\_FI... > 2\_FILE HANDLING\_WRITE MODE

Search 2\_FILE HANDLI...

Name	Date modified	Type
 2_FILE HANDLING_WRITE MODE	04-Jun-22 4:30 PM	project file
 main	04-Jun-22 4:31 PM	C File

"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lect

Enter the value of ch: a

Process returned 0 (0x0) execution time : 3.307 s

Press any key to continue.



Name	Date modified	Type
bin	04-Jun-22 4:32 PM	File folder
obj	04-Jun-22 4:32 PM	File folder
2_FILE HANDLING_WRITE MODE	04-Jun-22 4:30 PM	project file
abc	04-Jun-22 4:32 PM	TXT File
main	04-Jun-22 4:31 PM	C File

Name	Date modified	Type
bin	04-Jun-22 4:32 PM	File folder
obj	04-Jun-22 4:32 PM	File folder
2_FILE HANDLING_WRITE MODE	04-Jun-22 4:30 PM	project file
abc	04-Jun-22 4:32 PM	TXT File
main	04-Jun-22 4:31 PM	C File

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File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?

abc.txt abc.txt

```

1 a

```

```

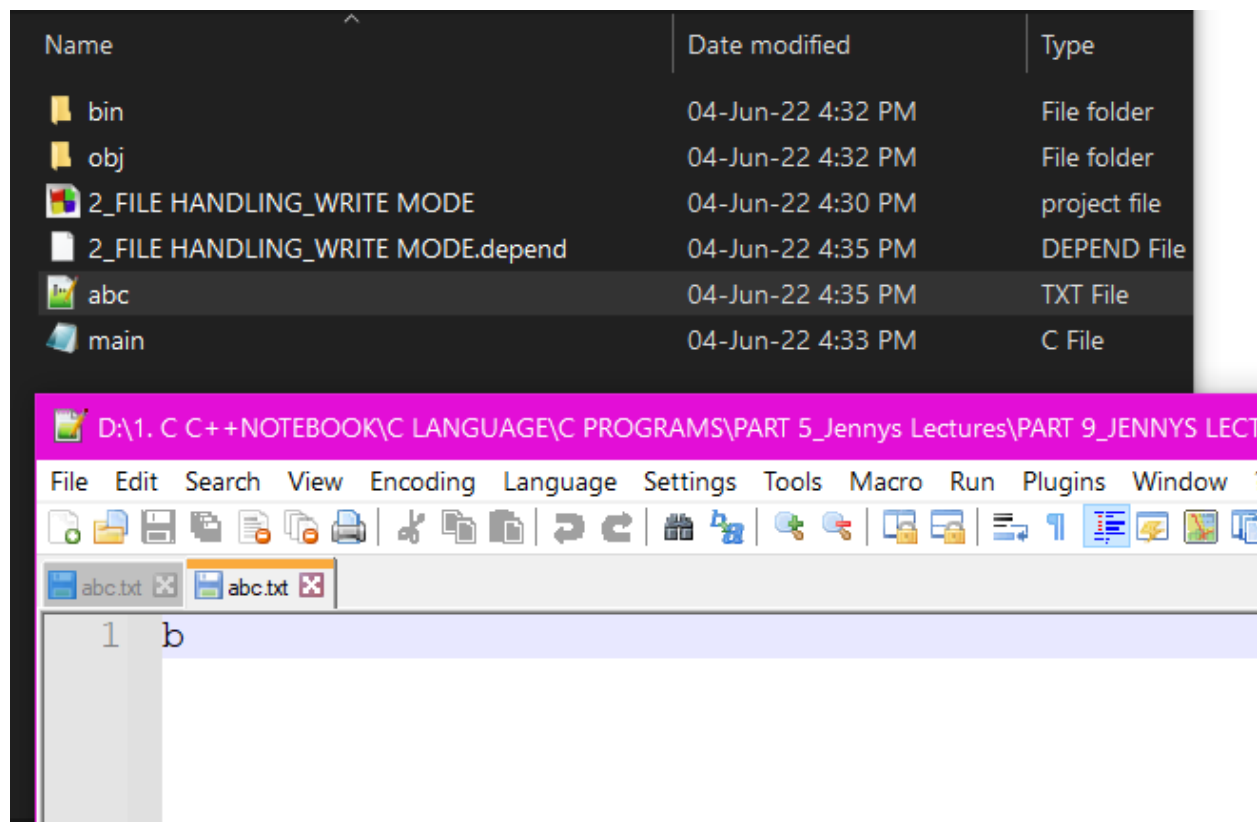
1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 2-FILE HANDLING-WRITE MODE **/
4  /** WRITING CHARACTER INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      char ch='b';
10     //printf("Enter the value of ch: ");
11     //scanf("%c",&ch);
12     fp=fopen("abc.txt", "w");
13
14     fputc(ch, fp);
15
16     fclose(fp);
17
18     return 0;
19 }
20

```

"D:\1. C C++\NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\P

Process returned 0 (0x0)    execution time : 0.047 s  
Press any key to continue.





```
1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 2-FILE HANDLING-WRITE MODE **/
4  /** WRITING CHARACTER INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      //char ch='b';
10
11     //printf("Enter the value of ch: ");
12     //scanf("%c",&ch);
13
14
15     fp=fopen("abc.txt","w");
16
17     fputc('c',fp);
18
19     fclose(fp);
20
21     return 0;
22 }
23
```

"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lecture

Process returned 0 (0x0) execution time : 0.025 s  
Press any key to continue.

Name	Date modified	Type
bin	04-Jun-22 4:32 PM	File folder
obj	04-Jun-22 4:32 PM	File folder
2_FILE HANDLING_WRITE MODE	04-Jun-22 4:30 PM	project file
2_FILE HANDLING_WRITE MODE.depend	04-Jun-22 4:37 PM	DEPEND File
abc	04-Jun-22 4:37 PM	TXT File
main	04-Jun-22 4:36 PM	C File

D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PART 9\_JENNY'S LECTURE\_FILE HANDLING

File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?

abc.txt abc.txt

1 c



```

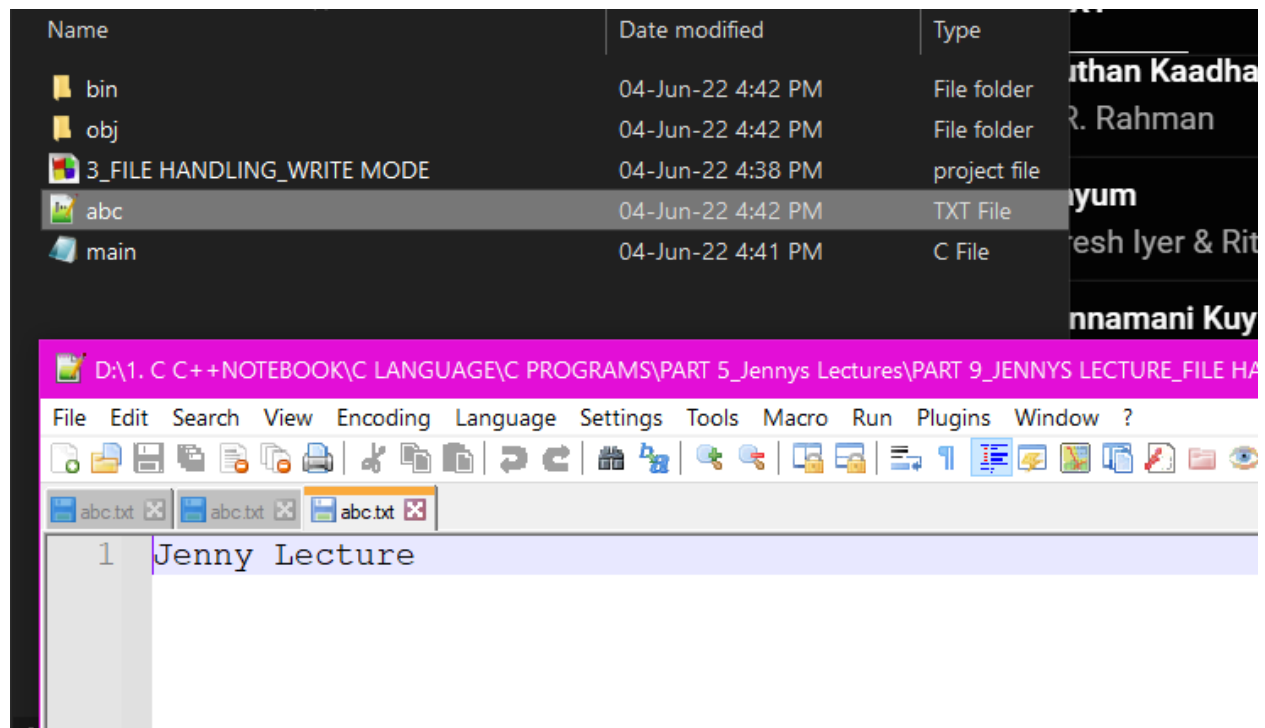
1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 3-FILE HANDLING-WRITE MODE **/
4  /** WRITING STRING INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      char name[50]="Jenny Lecture";
10
11     fp=fopen("abc.txt", "w");
12
13     fputs(name, fp);
14
15     fclose(fp);
16
17     return 0;
18 }
19

```

"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PART 9\_JENNYS LECTURE\_FILE HANDLI

Process returned 0 (0x0) execution time : 0.041 s  
Press any key to continue.

Name	Date modified	Type
bin	04-Jun-22 4:42 PM	File folder
obj	04-Jun-22 4:42 PM	File folder
3_FILE HANDLING_WRITE MODE	04-Jun-22 4:38 PM	project file
abc	04-Jun-22 4:42 PM	TXT File
main	04-Jun-22 4:41 PM	C File



```
1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 3-FILE HANDLING-WRITE MODE **/
4  /** WRITING STRING INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      //char name[50]="Jenny Lecture";
10
11     char name[50];
12     printf("Enter the name: ");
13     gets(name);
14
15     fp=fopen("abc.txt", "w");
16
17     fputs(name, fp);
18
19     fclose(fp);
20
21     return 0;
22 }
23
```



```
"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 9_JENNYS
Enter the name: Jayanthi Sivaranjani

Process returned 0 (0x0)   execution time : 9.027 s
Press any key to continue.
```

Name	Date modified	Type
bin	04-Jun-22 4:42 PM	File folder
obj	04-Jun-22 4:42 PM	File folder
3_FILE HANDLING_WRITE MODE	04-Jun-22 4:38 PM	project file
abc	04-Jun-22 4:45 PM	TXT File
main	04-Jun-22 4:45 PM	C File

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abc.txt abc.txt abc.txt

```
1 Jayanthi Sivaranjani
```

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 3-FILE HANDLING-WRITE MODE **/
4  /** WRITING STRING INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8
9      //char name[50]="Jenny Lecture";
10
11     //char name[50];
12     //printf("Enter the name: ");
13     //gets(name);
14
15     fp=fopen("abc.txt", "w");
16
17     fputs("Hello World", fp);
18
19     fclose(fp);
20
21     return 0;
22 }
23

```

"D:\1. C C++\NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PAF

Process returned 0 (0x0) execution time : 0.011 s  
Press any key to continue.

Name	Date modified	Type
bin	04-Jun-22 4:42 PM	File folder
obj	04-Jun-22 4:42 PM	File folder
3_FILE HANDLING_WRITE MODE	04-Jun-22 4:38 PM	project file
3_FILE HANDLING_WRITE MODE.depend	04-Jun-22 4:47 PM	DEPEND File
abc	04-Jun-22 4:47 PM	TXT File
main	04-Jun-22 4:47 PM	C File

D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PART 9\_JENNYS

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abc.txt abc.txt abc.txt

1 Hello World

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 4-FILE HANDLING-WRITE MODE **/
4  /** WRITING STRING CHARACTER BY CHARACTER INTO A FILE **/
5  int main()
6  {
7      FILE *fp;
8      int i;
9      char name[50]="Jenny's Lecture";
10     fp=fopen("abc.txt", "w");
11
12
13     for(i=0;i<strlen(name);i++)
14     {
15         fputc(name[i], fp);
16     }
17
18     fclose(fp);
19     return 0;
20 }
21

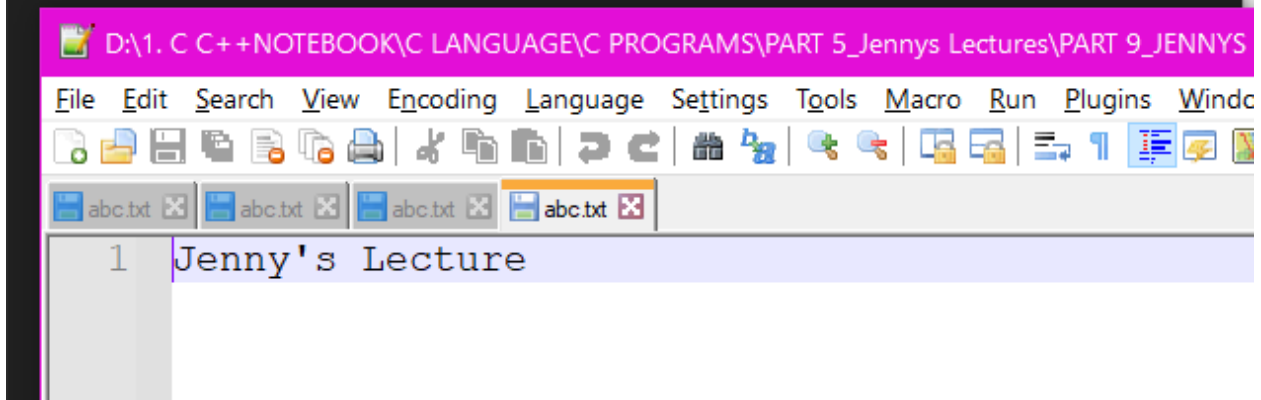
```



```
"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PA

Process returned 0 (0x0)   execution time : 0.015 s
Press any key to continue.
```

Name	Date modified	Type
bin	04-Jun-22 4:53 PM	File folder
obj	04-Jun-22 4:53 PM	File folder
4_FILE HANDLING_WRITE MODE	04-Jun-22 4:49 PM	project file
4_FILE HANDLING_WRITE MODE.depend	04-Jun-22 4:53 PM	DEPEND File
abc	04-Jun-22 4:54 PM	TXT File
main	04-Jun-22 4:53 PM	C File



```

1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 5-FILE HANDLING-WRITE MODE **/
4  /** WRITING ALL TYPES OF DATA INTO A FILE **/
5  /** USING FORMATTED FILE OUTPUT FUNCTION **/
6  int main()
7  {
8      FILE *fp;
9      int number=10;
10     char letter='A';
11     char name[50]="Jenny's Lecture";
12
13     fp=fopen("abc.txt", "w");
14
15     fprintf(fp, "Number:%d\nLetter:%c\nName:%s", number, letter, name);
16
17     fclose(fp);
18     return 0;
19 }
20

```

"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lect

Process returned 0 (0x0) execution time : 0.016 s  
Press any key to continue.

Name	Date modified	Type
bin	04-Jun-22 5:08 PM	File folder
obj	04-Jun-22 5:08 PM	File folder
5_FILE HANDLING_WRITE MODE	04-Jun-22 4:56 PM	project file
5_FILE HANDLING_WRITE MODE.depend	04-Jun-22 5:26 PM	DEPEND File
abc	04-Jun-22 5:26 PM	TXT File
main	04-Jun-22 5:26 PM	C File

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abc.txt abc.txt abc.txt abc.txt abc.txt

1

2

3

Number:10

Letter:A

Name:Jenny's Lecture

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 6-FILE HANDLING-WRITE MODE **/
4  /** WRITING ALL TYPES OF DATA INTO A FILE **/
5  /** USING FORMATTED FILE OUTPUT FUNCTION **/
6  int main()
7  {
8      FILE *fp;
9      fp=fopen("abc.txt", "w");
10
11      int number;
12      char letter, name[20];
13      printf("Enter the number,Letter,Name: ");
14      scanf("%d %c %s",&number,&letter,&name);
15
16      fprintf(fp,"Number:%d\nLetter:%c\nName:%s\n",number,letter,name);
17
18
19      fclose(fp);
20      return 0;
21  }
22

```

Name	Date modified	Type
bin	04-Jun-22 5:30 PM	File folder
obj	04-Jun-22 5:30 PM	File folder
6_FILE HANDLING_WRITE MODE	04-Jun-22 5:28 PM	project file
6_FILE HANDLING_WRITE MODE.depend	04-Jun-22 5:59 PM	DEPEND File
abc	04-Jun-22 5:59 PM	TXT File
main	04-Jun-22 6:00 PM	C File

D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PART 9\_JENNYS

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abc.txt abc.txt abc.txt abc.txt abc.txt abc.txt

```

1  Number:10
2  Letter:A
3  Name:Jayanthi
4

```



```

2  #include <stdlib.h>
3  /** 7-FILE HANDLING-WRITE MODE **/
4  /** WRITING ALL TYPES OF DATA INTO A FILE **/
5  /** USING FORMATTED FILE OUTPUT FUNCTION **/
6  int main()
7  {
8      FILE *fp;
9      int a;
10     char b;
11     printf("Enter number and character:\n");
12     scanf("%d %c", &a, &b);
13
14     char name[20];
15     printf("Enter name:");
16     fflush(stdin); //sometimes gets() wont work,at that time use fflush(stdin)
17     gets(name);
18
19     fp=fopen("file.txt", "w");
20     fprintf(fp, "Number=%d\nCharacter=%c\nName=%s", a, b, name);
21
22     fclose(fp); getch();
23     //NOTE:
24     //In C++, we use getlin(cin,name); here also this wont work,
25     //so use fflush(stdin) which common for both C and C++
26
27 }
28

```

"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures

Enter number and character:

50

G

Enter name:Jenny's Lecture

Process returned 0 (0x0) execution time : 20.383 s

Press any key to continue.

Name	Date modified	Type
bin	04-Jun-22 8:05 PM	File folder
obj	04-Jun-22 8:05 PM	File folder
7_FILE HANDLING_WRITE MODE	04-Jun-22 7:56 PM	project file
7_FILE HANDLING_WRITE MODE.depend	04-Jun-22 8:27 PM	DEPEND File
file	04-Jun-22 8:43 PM	TXT File
main	04-Jun-22 8:43 PM	C File

D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5\_Jennys Lectures\PART 9\_JENNYS

File Edit Search View Encoding Language Settings Tools Macro Run Plugins Wind

abc.txt abc.txt abc.txt abc.txt abc.txt abc.txt file.txt

```
1 Number=50
2 Character=G
3 Name=Jenny's Lecture
```