

1. Reading the character

```
#include <stdio.h>
int main()
{
    FILE *fp;
    char c;
    fp = fopen("my program.txt", "r");
    c = fgetc(fp);
    printf("character is %c\n",c);
    fclose(fp);
    return 0;
}
```

2. Reading the String

```
#include <stdio.h>
int main()
{
    FILE *fp;
    char c[100];
    fp = fopen("my program.txt", "r");
    fgets(c,5,fp);
    printf("character is %s\n",c);
    fclose(fp);
    return 0;
}
```

3. Writing Character

```
#include <stdio.h>
int main()
{
    FILE *fp;
    char c[100];
    fp = fopen("my program.txt", "w");
    fputc('a', fp);
    fputs("hello", fp);
    return 0;
}
```

4. Append Character

```
#include <stdio.h>
int main()
{
    FILE *fp;
    char c[100];
    fp = fopen("my program.txt", "a");
    fputc('a', fp);
    fputs("hello", fp);
    return 0;
}
```