Wcat:  
#include <stdio.h>

#include <stdlib.h> // For exit()

int main()

{

FILE \*fptr

char filename[100] c;

printf("Enter the filename to open \n");

scanf("%s", filename);

// Open file

fptr = fopen(filename, "r");

if (fptr == NULL)

{

printf("Cannot open file \n");

exit(0);

}

// Read contents from file

c = fgetc(fptr);

while (c != EOF)

{

printf ("%c", c);

c = fgetc(fptr);

}

fclose(fptr);

return 0;

}

Wgrep:

#include <string.h>

#include <stdlib.h>

#include <stdio.h>

int main(int argc, char const \*argv[])

{

int num =0;

char word[2000];

char string[50];

char student[100] = {0};

while(student[0]!= '0')

{

FILE \*in\_file = fopen("student.txt", "r");

if (in\_file == NULL)

{

printf("Error file missing\n");

exit(-1);

}

printf("please enter a word(enter 0 to end)\n");

scanf("%s", student);

while ( fscanf(in\_file,"%s", string) == 1)

{

if(strstr(string, student)!=0) {//if match found

num++;

}

}

printf("we found the word %s in the file %d times\n",student,num );

num = 0;

fclose(in\_file);

}

return 0;

}

WZIP and UNZIP:

using System;

using System.IO.Compression;

class Program

{

static void Main(string[] args)

{

string startPath = @".\start";

string zipPath = @".\result.zip";

string extractPath = @".\extract";

ZipFile.CreateFromDirectory(startPath, zipPath);

ZipFile.ExtractToDirectory(zipPath, extractPath);

}