PROGRAMMING BEGINNER TO ADVANCED

FILE HANDLING

- 1. Write a program to read name and marks of n number of students from user and store them in a file.
- 2. Write a program if file is open print "File open successfully" or print "Cannot open the file".
- 3. Write a program to read name and marks of n number of students from user and store them in a file. If the file previously exits, add the information of n students.
- 4. Write a program to write all the members of an array of structures to a file. Read the array from the file and display on the screen.
- 5. Write a program to write even and odd integers into different files.
- 6. Write a program to insert data in a file and print them.
- 7. Write a program to copy content from one file to another file.
- 8. Write a program to reverse the content of a File.
- 9. Write a program to find the Size of any File.
- 10. Write a program to Read content of a File and Display it.
- 11. Write a program to print names of all Files present in a Directory.
- 12. Write a program to Text file containing prime numbers in a given range.
- 13. Write a program to Text file containing Twin prime numbers in a given range.
- 14. Write a program to Text file containing twisted prime numbers in a given range.
- 15. Write a program to compare contents of two files.
- 16. Write a program Convert All Characters in Upper Case of a File.
- 17. Write a program to find the Number of Lines in a Text File.

Output: Input the file name to be opened: test.txt

The lines in the file test.txt are: 4

- 18. Write a program to Text file containing magic numbers in a given range.
- 19. Write a program to Text file containing happy numbers in a given range.
- 20. Write a program to Text file containing niven numbers in a given range.
- 21. Write a program to Text file containing twisted prime numbers in a given range.

To know more: www.facebook.com/pbainst & javapba.blogspot.com

1 | Page