

Program1:-

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
main()
```

```
{
```

```
int i=0;
```

```
FILE *fp;
```

```
char ch;
```

```
fp = fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\test.txt","r");
```

```
if(fp==NULL)
```

```
{
```

```
printf("File does not Exist");
```

```
exit(1);
```

```
}
```

```
else
```

```
{
```

```
while(1)
```

```
{
```

```
ch=fgetc(fp);
```

```
if(ch==EOF)
```

```
{
```

```
break;
```

```
}
```

```
else
```

```
{
```

```
printf("%c",ch);
```

```
}
```

```
}
```

```
}
```

```
fclose(fp);
```

```
}
```

Program2:-

```
#include<stdio.h>
```

```
main()
```

```
{
```

```
FILE *fp;
```

```
char ch;
```

```
int count=0,upper=0,lower=0,space=0,vowel=0;
```

```
fp=fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\test.txt","r");
```

```
if(fp==NULL)
```

```
{
```

```
puts("File does not exist.....cannot open the file");
```

```
return 0;
```

```
}
```

```
for(ch=fgetc(fp);ch!=EOF;ch=fgetc(fp))
```

```
{
```

```

if(ch>='A' && ch<='Z')
{
    upper++;
}
if(ch>='a' && ch<='z')
{
    lower++;
}
if(ch=='a' || ch=='e' || ch=='i' || ch=='o' || ch=='u' || ch=='A' || ch=='E' || ch=='I' || ch=='O' || ch=='U')
{
    vowel++;
}
if(ch==' ')
{
    space++;
}

count=count+1;
}
fclose(fp);
printf("The file has %d characters\n",count);
printf("The file has %d uppercase\n",upper);
printf("The file has %d lowercase\n",lower);
printf("The file has %d vowels\n",vowel);
printf("The file has %d white spaces\n",space);
return 0;
}

```

Program3:-

```
#include<stdio.h>
```

```
main()
```

```

{
    FILE *fs,*ft;
    char ch1,ch2;
    fs=fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Source.txt","r");
    ft=fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Target.txt","w");
    if(fs==NULL || ft==NULL)
    {
        puts("File does not exist.....cannot open the file");
        return 0;
    }
    ch1=fgetc(fs);

    while(ch1!=EOF)
    {
        ch1 = ch1+35;
        ch2=fputc(ch1,ft);
        ch1=fgetc(fs);
    }
}

```

```

    }
    fclose(fs);
    fclose(ft);
    ft=fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Target.txt","r");
    ch2=fgetc(ft);
    while(ch2!=EOF)
    {
        ch2 = ch2-35;
        printf("%c",ch2);
        ch2=fgetc(ft);
    }

    fclose(ft);
    return 0;
}

```

Program4:-

```
#include<stdio.h>
```

```

main()
{
    FILE *fe;
    char ch1,ch2;
    int size1,size2,size3,i;
    fe=fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Employee.txt","w");
    struct employee
    {
        char Eno[20];
        char Ename[20];
        char Sal[12];
    } emp;

    printf("Enter employee Number\n");
    gets(emp.Eno);
    printf("Enter Employee Name\n");
    gets(emp.Ename);
    printf("Enter Employee Salary\n");
    gets(emp.Sal);

    size1 = sizeof(emp.Eno);
    size2 = sizeof(emp.Ename);
    size3 = sizeof(emp.Sal);

    if(fe==NULL)
    {
        puts("File does not exist.....cannot open the file");
        return 0;
    }
    else
    {
        for(i=0;emp.Eno[i]!='\0';i++)

```

```

{
    ch2 = fputc(emp.Eno[i],fe);
}
ch2 = fputc('\n',fe);
for(i=0;emp.Ename[i]!='\0';i++)
{
    ch2 = fputc(emp.Ename[i],fe);
}
ch2 = fputc('\n',fe);
for(i=0;emp.Sal[i]!='\0';i++)
{
    ch2 = fputc(emp.Sal[i],fe);
}
ch2 = fputc('\n',fe);
}
fclose(fe);

```

```

fe=fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Employee.txt","r");

```

```

    ch1=fgetc(fe);
    printf("Employee Number : ");
    while(ch1!='\n')
    {
        printf("%c",ch1);
        ch1=fgetc(fe);
    }
    ch1=fgetc(fe);
    printf("\n");
    printf("Employee Name : ");
    while(ch1!='\n')
    {
        printf("%c",ch1);
        ch1=fgetc(fe);
    }
    ch1=fgetc(fe);
    printf("\n");
    printf("Employee Salary : ");
    while(ch1!='\n')
    {
        printf("%c",ch1);
        ch1=fgetc(fe);
    }

    fclose(fe);

    return 0;
}

```

Program5:-

/\*This program contains some errors. I haven't understood the concept clearly so I couldn't correct my mistakes. Also I would like to apologize

for my late submission.\*/\*

```
#include<stdio.h>
```

```
main()
{
    FILE *fs;
    struct Stud
    {
        char name[50];
        int roll;
        int mark1;
        int mark2;
        int mark3;
        int total;
        char grade;
    } s[5];

    fs = fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Student.txt","w");

    int i,roll;
    for(i=0;i<5;i++)
    {
        printf("Enter Credentials For Student %d\\n",i+1);

        printf("Name:\\n");
        gets(s[i].name);
        printf("Roll No:\\n");
        scanf("%d",&s[i].roll);
        printf("Mark in first subject out of 100:\\n");
        scanf("%d",&s[i].mark1);
        printf("Mark in second subject out of 100:\\n");
        scanf("%d",&s[i].mark2);
        printf("Mark in third subject out of 100:\\n");
        scanf("%d",&s[i].mark3);

        s[i].total = s[i].mark1 + s[i].mark2 + s[i].mark3;

        if((s[i].total/3)>90 && (s[i].total/3)<=100)
            s[i].grade = 'A';
        if((s[i].total/3)>80 && (s[i].total/3)<=90)
            s[i].grade = 'B';
        if((s[i].total/3)>70 && (s[i].total/3)<=80)
            s[i].grade = 'C';
        if((s[i].total/3)>60 && (s[i].total/3)<=70)
            s[i].grade = 'D';
        if((s[i].total/3)>50 && (s[i].total/3)<=60)
            s[i].grade = 'E';
        if((s[i].total/3)>=0 && (s[i].total/3)<=50)
            s[i].grade = 'F';

        fprintf(fs,"%s %d %d %d %d %d %c\\n",s[i].name,s[i].roll,s[i].mark1,s[i].mark2,s[i].mark3,s[i].total,s[i].grade);
    }
}
```

```

}
fclose(fs);
fs = fopen("C:\\Users\\FAMILY\\Desktop\\Pandemic Break Course\\Student.txt", "r+");

printf("Enter the roll no. for which you want to make changes:\n");
scanf("%d",&roll);

for(i=0;i<5;i++)
{
if(roll==s[i].roll)
{
printf("Name:\n");
gets(s[i].name);
printf("Mark in first subject out of 100:\n");
scanf("%d",&s[i].mark1);
printf("Mark in second subject out of 100:\n");
scanf("%d",&s[i].mark2);
printf("Mark in third subject out of 100:\n");
scanf("%d",&s[i].mark3);

s[i].total = s[i].mark1 + s[i].mark2 + s[i].mark3;

if((s[i].total/3)>90 && (s[i].total/3)<=100)
s[i].grade = 'A';
if((s[i].total/3)>80 && (s[i].total/3)<=90)
s[i].grade = 'B';
if((s[i].total/3)>70 && (s[i].total/3)<=80)
s[i].grade = 'C';
if((s[i].total/3)>60 && (s[i].total/3)<=70)
s[i].grade = 'D';
if((s[i].total/3)>50 && (s[i].total/3)<=60)
s[i].grade = 'E';
if((s[i].total/3)>=0 && (s[i].total/3)<=50)
s[i].grade = 'F';

fprintf(fs,"%s %d %d %d %d %d %c\n",s[i].name,s[i].roll,s[i].mark1,s[i].mark2,s[i].mark3,s[i].total,s[i].grade);
}
}
fclose(fs);
}

```