## **ASSIGNMENT NO 12**

Implementation of a direct access file -Insertion and deletion of a record from a direct access file

```
#include <iostream>
#include <fstream>
#include <cstring>
using namespace std;
const int MAX RECORDS = 10;
class Student {
public:
    char name[50];
    int rollNo;
    float percentage;
    Student(){}
    Student(const char* _name, int _rollNo, float _percentage) {
        strcpy(name, _name);
        rollNo = rollNo;
        percentage = _percentage;
    void display() const {
        cout << "Name: " << name << endl;</pre>
        cout << "Roll No: " << rollNo << endl;</pre>
        cout << "Percentage: " << percentage << endl;</pre>
        cout << "----" << endl;</pre>
    }
    void writeToFile(fstream& outFile) {
        outFile.write(reinterpret_cast<const char*>(this), sizeof(Student));
    void readFromFile(fstream& inFile) {
        inFile.read(reinterpret_cast<char*>(this), sizeof(Student));
    }
    void readFromFile(ifstream& inFile) {
        inFile.read(reinterpret cast<char*>(this), sizeof(Student));
    int getRollNo() const {
```

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return rollNo;
    }
};
int hashFunction(int rollNo) {
    return rollNo % MAX_RECORDS;
void createFile() {
    fstream file("student_data.txt", ios::out | ios::binary);
    if (!file) {
        cout << "Error creating file." << endl;</pre>
        return;
    int hashValue = -1;
     for (int i = 0; i < MAX_RECORDS; i++) {</pre>
        file.write(reinterpret_cast<const char*>(&hashValue), sizeof(Student));
    }
    file.close();
void addStudentData() {
    char name[50];
    int rollNo;
    float percentage;
    cout << "Enter Name: ";</pre>
    cin.ignore();
    cin.getline(name, 50);
    cout << "Enter Roll No: ";</pre>
    cin >> rollNo;
    cout << "Enter Percentage: ";</pre>
    cin >> percentage;
    int hashValue = hashFunction(rollNo);
    fstream file("student_data.txt", ios::in | ios::out | ios::binary);
    if (!file) {
        cout << "Error opening file." << endl;</pre>
        return;
```

```
file.seekp(hashValue * sizeof(Student) + sizeof(int), ios::beg);
    file.write(reinterpret cast<const char*>(&hashValue), sizeof(int));
    Student student(name, rollNo, percentage);
    student.writeToFile(file);
    cout << "Student data added successfully!" << endl;</pre>
    file.close();
void displayStudentData() {
    ifstream file("student_data.txt", ios::binary);
    if (!file) {
        cout << "Error opening file." << endl;</pre>
        return;
    Student student;
    int hashValue;
    for (int i = 0; i < MAX RECORDS; i++) {</pre>
        file.seekg(i * sizeof(Student) + sizeof(int), ios::beg);
        file.read(reinterpret_cast<char*>(&hashValue), sizeof(int));
        if (hashValue != -1) {
            student.readFromFile(file);
            if(student.rollNo >0){
            student.display();
        }
    file.close();
void deleteStudentData(int rollNo) {
    ifstream inputFile("student_data.txt", ios::binary);
    if (!inputFile) {
        cout << "Error opening file." << endl;</pre>
        return;
    }
    fstream outputFile("temp_data.txt", ios::out | ios::binary);
    if (!outputFile) {
        cout << "Error creating temporary file." << endl;</pre>
        inputFile.close();
```

```
return;
    Student student;
    int hashValue;
    for (int i = 0; i < MAX_RECORDS; i++) {
        inputFile.seekg(i * sizeof(Student) + sizeof(int), ios::beg);
        inputFile.read(reinterpret_cast<char*>(&hashValue), sizeof(int));
        if (hashValue != -1) {
            student.readFromFile(inputFile);
            if (student.getRollNo() != rollNo) {
                outputFile.seekp(i * sizeof(Student) + sizeof(int), ios::beg);
                outputFile.write(reinterpret cast<const char*>(&hashValue),
sizeof(int));
                student.writeToFile(outputFile);
            }
        }
    inputFile.close();
    outputFile.close();
    remove("student data.txt");
    rename("temp_data.txt", "student_data.txt");
    cout << "Student data deleted successfully!" << endl;</pre>
int main() {
    createFile();
    int choice;
    do {
        cout << "******** MENU ******** << endl;</pre>
        cout << "1. Add Student Data" << endl;</pre>
        cout << "2. Display Student Data" << endl;</pre>
        cout << "3. Delete Student Data" << endl;</pre>
        cout << "4. Exit" << endl;</pre>
        cout << "Enter your choice: ";</pre>
        cin >> choice;
        switch (choice) {
            case 1:
                addStudentData();
```

```
break;
       case 2:
           displayStudentData();
           break;
       case 3: {
           int rollNo;
           cout << "Enter Roll No to delete: ";</pre>
           cin >> rollNo;
           deleteStudentData(rollNo);
           break;
           cout << "Exiting program." << endl;</pre>
           break;
       default:
           cout << "Invalid choice. Try again." << endl;</pre>
   }
   cout << endl;</pre>
} while (choice != 4);
return 0;
```

