

/*Write a program in C to read and write the record stored in structure from file

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Roll No-588(E3)*/

```
#include <stdio.h>//declaring libraries
```

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

```
#include <string.h>
```

```
struct Student { //declaring structure
```

```
    int roll_no;
```

```
    char name[20];
```

```
};
```

```
int main () {
```

```
    FILE *of;
```

```
    of= fopen ("C:\\Users\\muley\\Desktop\\elon.txt", "w");//opening file
```

```
    if (of == NULL) {
```

```
        fprintf(stderr, "\\nError to open the file\\n");//showing if error occurs
```

```
        exit (1);
```

```
    }
```

```
    struct Student inp1 = {1, "Parimal"};//structure input 1
```

```
    struct Student inp2 = {2, "Muley"};//structure input 2
```

```
    fwrite (&inp1, sizeof(struct Student), 1, of);
```

```
    fwrite (&inp2, sizeof(struct Student), 1, of);
```

```
    if(fwrite != 0)
```

```
        printf("Contents to file written successfully !\\n");
```

```
    else
```

```
        printf("Error writing file !\\n");
```

```
    fclose (of);
```

```
    FILE *inf;
```

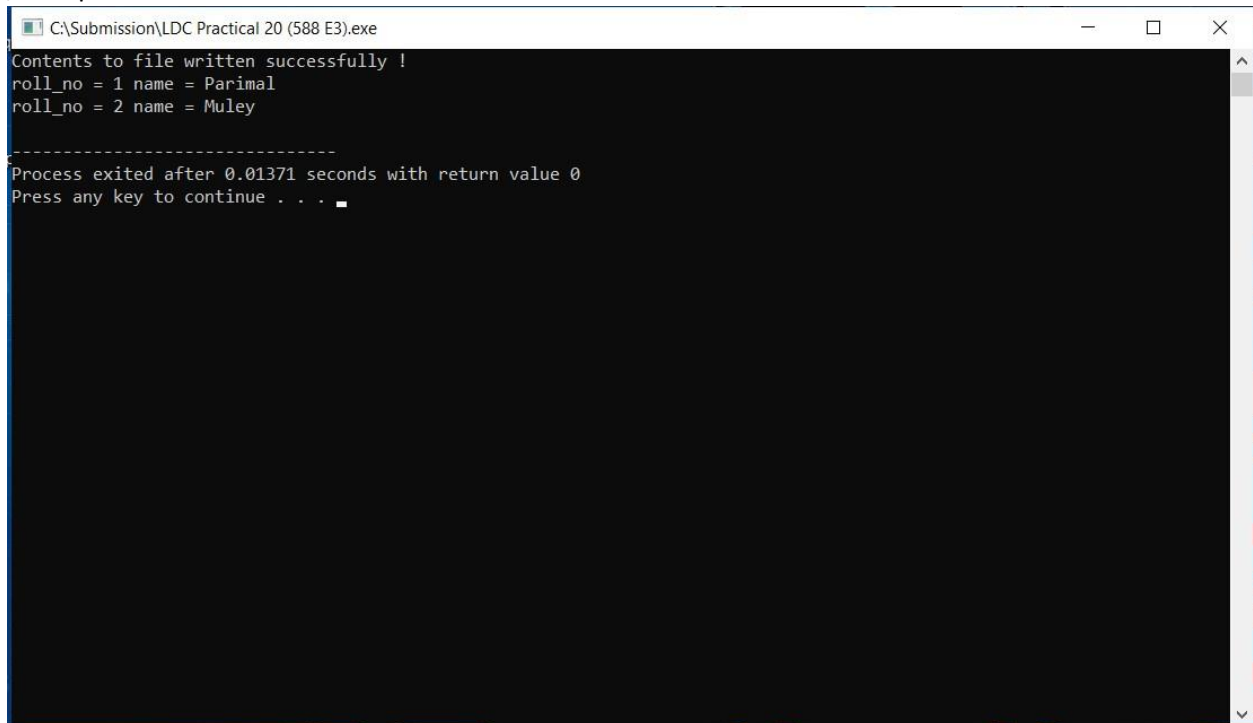
```
    struct Student inp;
```

```

inf = fopen ("C:\\Users\\muley\\Desktop\\elon.txt", "r");//opening file
if (inf == NULL) {
    fprintf(stderr, "\\nError to open the file\\n");
    exit (1);
}
while(fread(&inp, sizeof(struct Student), 1, inf))
    printf ("roll_no = %d name = %s\\n", inp.roll_no, inp.name);//printing
fclose (inf);
}

```

/*Output-



```

C:\Submission\LDC Practical 20 (588 E3).exe
Contents to file written successfully !
roll_no = 1 name = Parimal
roll_no = 2 name = Muley
-----
Process exited after 0.01371 seconds with return value 0
Press any key to continue . . .

```

*/