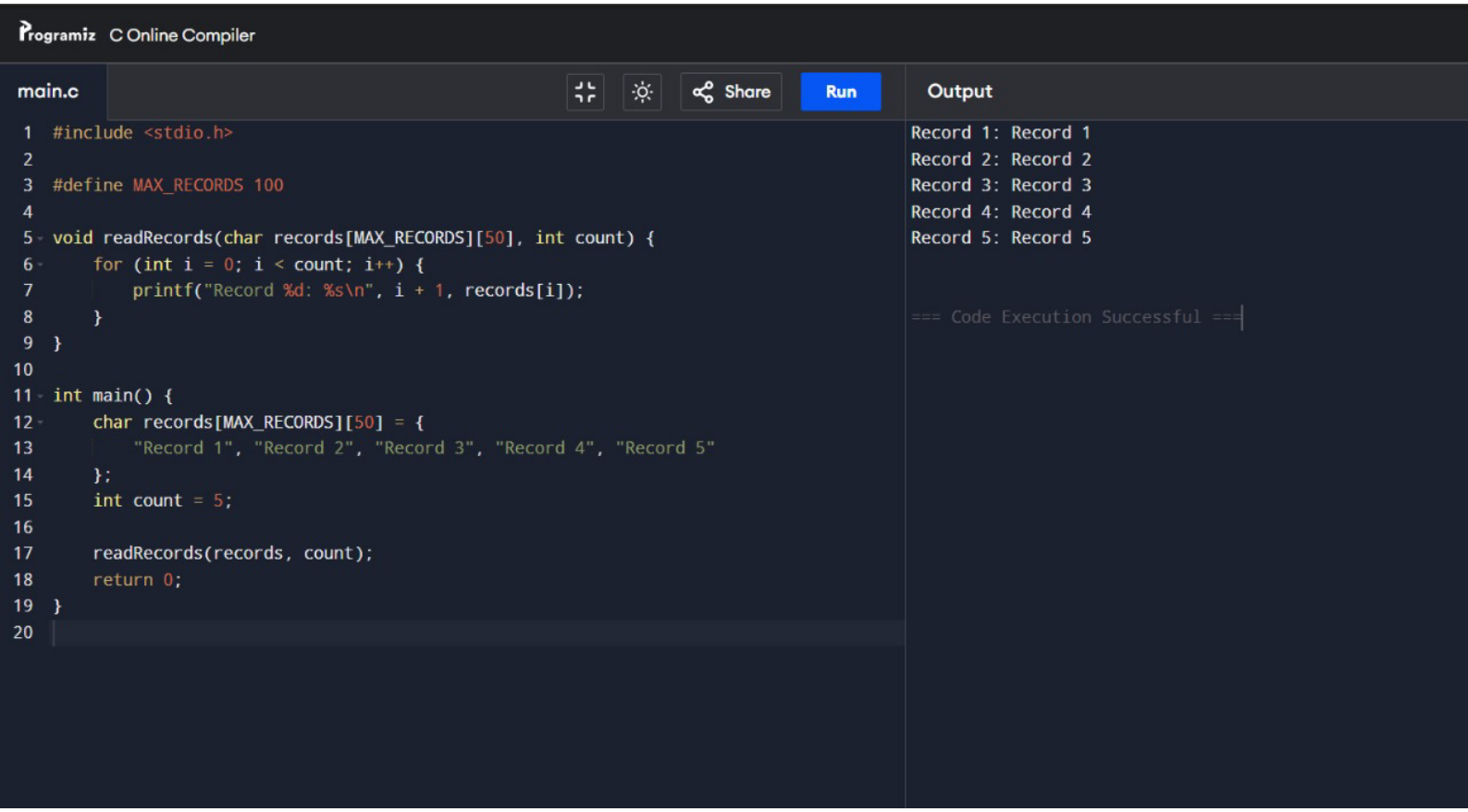
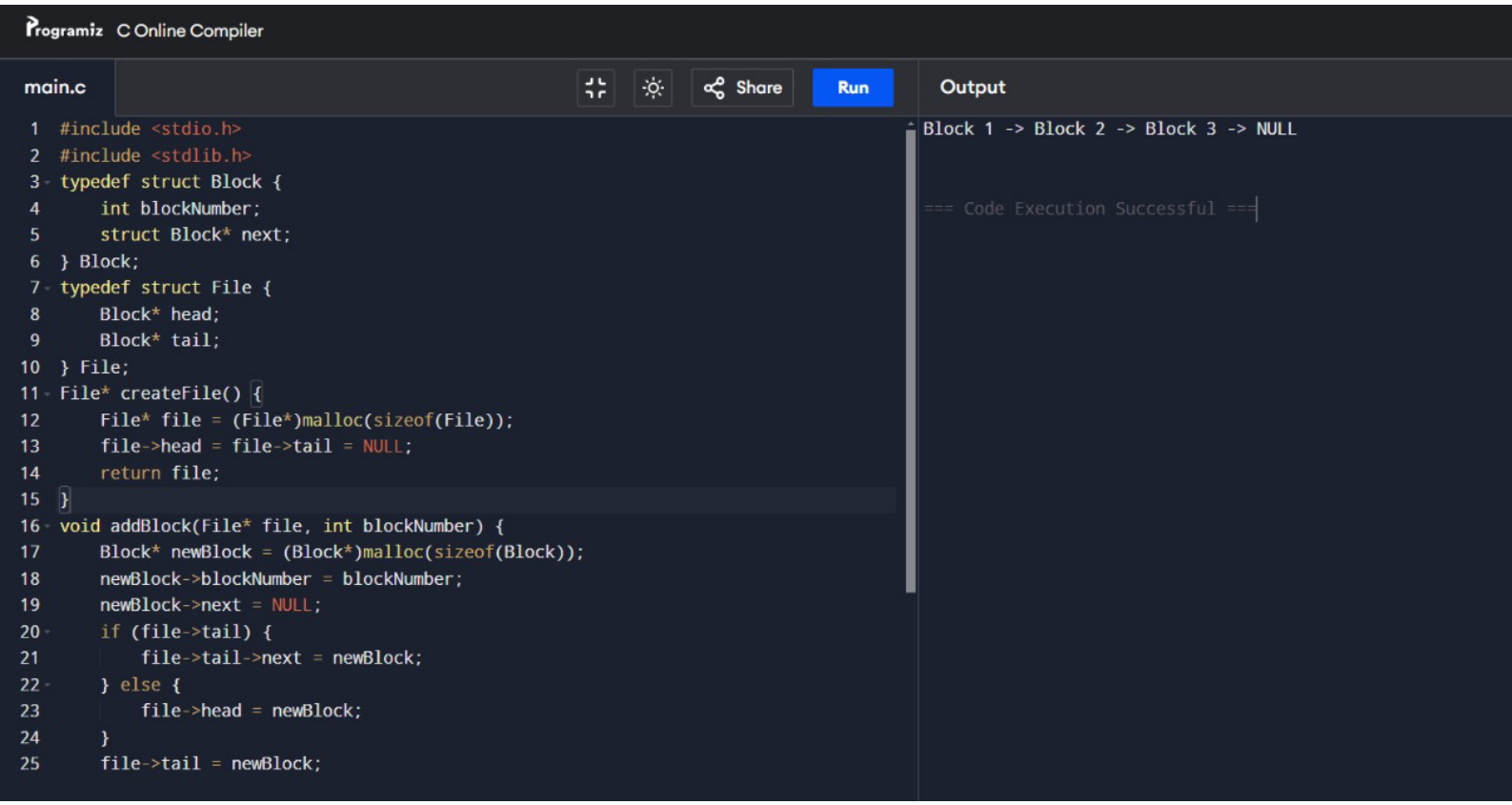

Programiz C Online Compiler
main.c
Share
Run
Output
#include <stdio.h>
#define MAX_RECORDS 100
void readRecords(char records[MAX_RECORDS][50], int count) {
for (int i = 0; i < count; i++) {
printf("Record %d: %s\n", i + 1, records[i]);
}
}
int main() {
char records[MAX_RECORDS][50] = {
"Record 1", "Record 2", "Record 3", "Record 4", "Record 5"
};
int count = 5;
readRecords(records, count);
return 0;
}
Record 1: Record 1
Record 2: Record 2
Record 3: Record 3
Record 4: Record 4
Record 5: Record 5
=== Code Execution Successful ===


Programiz C Online Compiler
main.c
Share
Run
Output
#include <stdio.h>
#include <stdlib.h>
typedef struct Block {
int blockNumber;
struct Block* next;
} Block;
typedef struct File {
Block* head;
Block* tail;
} File;
File* createFile() {
File* file = (File*)malloc(sizeof(File));
file->head = file->tail = NULL;
return file;
}
void addBlock(File* file, int blockNumber) {
Block* newBlock = (Block*)malloc(sizeof(Block));
newBlock->blockNumber = blockNumber;
newBlock->next = NULL;
if (file->tail) {
file->tail->next = newBlock;
} else {
file->head = newBlock;
}
file->tail = newBlock;
Block 1 -> Block 2 -> Block 3 -> NULL
=== Code Execution Successful ===