#include <stdio.h>

#include<string.h>

#include<stdlib.h>

struct E

{

int EID;

char ENAME[100];

};

int main()

{

int H;

FILE \*POINTER;

struct E S[2];

POINTER=fopen("EMPFILE.txt","w");

if (POINTER == NULL)

{

printf("\nError cannot oper file");

exit(1);

}

for (H=0;H<2;H++){

printf("Enter Employee Id->");

fflush(stdin);

scanf("%d",&S[H].EID);

fprintf(POINTER,"%d",S[H].EID);

printf("Enter Employee Name->");

fflush(stdin);

gets(S[H].ENAME);

fprintf(POINTER,"%s\n",S[H].ENAME);

}

//fwrite(S,sizeof(struct E),2,POINTER);

//fwrite(&S[0],sizeof(struct E),1,POINTER);

fclose(POINTER);

}

#include<stdio.h>

#include<stdlib.h>

struct car

{

char name[20];

char color[20];

float mass;

int price;

};

typedef struct car Cars;

int main()

{

int i, n;

Cars \*cars;

///////// READ:

FILE \*in = fopen("cars\_in.txt", "r");

fscanf(in, "%i", &n); //read how many cars are in the file

cars = (Cars\*)malloc(n\*sizeof(Cars)); //allocate memory

for (i = 0; i < n; ++i) //read data

{

fscanf(in, "%s", cars[i].name);

fscanf(in, "%s", cars[i].color);

fscanf(in, "%f", &cars[i].mass);

fscanf(in, "%i", &cars[i].price);

}

fclose(in);

///////////// WRITE:

FILE \*out = fopen("cars\_out.txt", "w");

fprintf(out, "%d\n", n);

for (i = 0; i < n; ++i)

{

fprintf(out, "%s ", cars[i].name);

fprintf(out, "%s ", cars[i].color);

fprintf(out, "%f ", cars[i].mass);

fprintf(out, "%i\n", cars[i].price);

}

fclose(out);

free(cars);

return 0;

}

and here is some data that you should put in a cars\_in.txt:

5

BMW red 1500 80000

Opel black 950 15000

Mercedes white 2500 100000

Ferrari red 1700 2000000

Dodge blue 1800 750000

EDIT: I simply changed fscanf to scanf and works fine. Be careful when you enter the data: first you have to tell how many cars you want to add so malloc can reserve space, after you enter the car's name->color->mass->price separated with white characters (enter, space, tab). Just change the read section, the rest of the code remains the same:

///////// READ FROM KEYBOARD

scanf("%d", &n); // first we have to know the number of cars

cars = (Cars\*)malloc(n\*sizeof(Cars)); //allocate memory

for (i = 0; i < n; ++i) //read data -> be careful: you have to keep the order

{

scanf("%s", cars[i].name);

scanf("%s", cars[i].color);

scanf("%f", &cars[i].mass);

scanf("%i", &cars[i].price);

}

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