EMPLOYEE MANAGEMENT

```
Input:
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <windows.h>
// Structure of the employee
struct emp {
  char name[50];
  float salary;
  int age;
  int id;
};
struct emp e;
// size of the structure
long int size = sizeof(e);
// In the start coordinates
// will be 0, 0
COORD cord = \{0, 0\};
// function to set the
// coordinates
void gotoxy(int x, int y)
  cord.X = x;
```

```
cord.Y = y;
  SetConsoleCursorPosition(
     GetStdHandle(STD_OUTPUT_HANDLE),
     cord);
}
FILE *fp, *ft;
// Function to add the records
void addrecord()
  system("cls");
  fseek(fp, 0, SEEK_END);
  char another = 'y';
  while (another == 'y') {
     printf("\nEnter Name : ");
     scanf("%s", e.name);
     printf("\nEnter Age : ");
     scanf("%d", &e.age);
     printf("\nEnter Salary : ");
     scanf("%f", &e.salary);
```

```
printf("\nEnter EMP-ID : ");
     scanf("%d", &e.id);
     fwrite(&e, size, 1, fp);
     printf("\nWant to add another"
          " record (Y/N): ");
     fflush(stdin);
     scanf("%c", &another);
 }
}
// Function to delete the records
void deleterecord()
  system("cls");
  char empname[50];
  char another = 'y';
  while (another == 'y') {
     printf("\nEnter employee "
          "name to delete: ");
```

```
scanf("%s", empname);
ft = fopen("temp.txt", "wb");
rewind(fp);
while (fread(&e, size,
        1, fp)
    == 1) {
  if (strcmp(e.name,
          empname)
     != 0)
     fwrite(&e, size, 1, ft);
}
fclose(fp);
fclose(ft);
remove("data.txt");
rename("temp.txt", "data.txt");
fp = fopen("data.txt", "rb+");
printf("\nWant to delete another"
    " record (Y/N) :");
```

```
fflush(stdin);
    another = getche();
 }
// Function to display the record
void displayrecord()
  system("cls");
  // sets pointer to start
  // of the file
  rewind(fp);
  printf("\n========"
     "-----"
     "=====");
  printf("\nNAME\t\tAGE\t\tSALARY\t\t"
     "\tID\n",
     e.name, e.age,
     e.salary, e.id);
  printf("======="
```

```
"====\n");
  while (fread(\&e, size, 1, fp) == 1)
     printf("\n%s\t\t%d\t\t%.2f\t%10d",
         e.name, e.age, e.salary, e.id);
  printf("\n\n\n\t");
  system("pause");
}
// Function to modify the record
void modifyrecord()
  system("cls");
  char empname[50];
  char another = 'y';
  while (another == 'y') {
     printf("\nEnter employee name"
         " to modify: ");
     scanf("%s", empname);
     rewind(fp);
```

```
// While File is open
while (fread(&e, size, 1, fp) == 1) {
  // Compare the employee name
  // with ename
  if (strcmp(e.name, empname) == 0) {
     printf("\nEnter new name:");
    scanf("%s", e.name);
     printf("\nEnter new age :");
     scanf("%d", &e.age);
     printf("\nEnter new salary :");
     scanf("%f", &e.salary);
     printf("\nEnter new EMP-ID :");
     scanf("%d", &e.id);
    fseek(fp, -size, SEEK_CUR);
     fwrite(&e, size, 1, fp);
     break;
  }
}
// Ask for modifying another record
printf("\nWant to modify another"
```

```
" record (Y/N) :");
     fflush(stdin);
     scanf("%c", &another);
}
// Driver code
int main()
{
  int choice;
  // opening the file
  fp = fopen("data.txt", "rb+");
  // showing error if file is
  // unable to open.
  if (fp == NULL) \{
     fp = fopen("data.txt", "wb+");
     if (fp == NULL) {
        printf("\nCannot open file...");
        exit(1);
     }
  }
```

```
system("Color 3F");
printf("\n\n\n\t\t\t======="
  "=========="
  "======");
printf("\n\t\t\t~~~~"
  "~~~~~~~"
  "~~~~");
printf("\n\t\t\t========"
  "=====");
printf("\n\t\t\t[|:::>:::>::> "
  "EMPLOYEE RECORD <::<:::<""
  "<:::|]\t");
printf("\n\t\t\t======="
  "==========""
  "=====");
printf("\n\t\t\t\~~~~~~~~"
  "~~~~~~~"
  "~~~");
printf("\n\t\t\t======="
  "=======\n");
```

```
printf("\n\n\t\t\t\t\t\t\t\t\t\t\t"
    "Developer: @Sushant_Gaurav"
    "\n\n\t\t\t\t");
system("pause");
while (1) {
  // Clearing console and asking the
  // user for input
  system("cls");
  gotoxy(30, 10);
  printf("\n1. ADD RECORD\n");
  gotoxy(30, 12);
  printf("\n2. DELETE RECORD\n");
  gotoxy(30, 14);
  printf("\n3. DISPLAY RECORDS\n");
  gotoxy(30, 16);
  printf("\n4. MODIFY RECORD\n");
  gotoxy(30, 18);
  printf("\n5. EXIT\n");
  gotoxy(30, 20);
  printf("\nENTER YOUR CHOICE...\n");
```

```
fflush(stdin);
scanf("%d", &choice);
// Switch Case
switch (choice) {
case 1:
  // Add the records
  addrecord();
  break;
case 2:
  // Delete the records
  deleterecord();
  break;
case 3:
  // Display the records
  displayrecord();
  break;
```

```
case 4:
     // Modify the records
     modifyrecord();
     break;
  case 5:
     fclose(fp);
     exit(0);
     break;
  default:
     printf("\\ \ \ CHOICE...\\ \ \ \ \ \ );
  }
}
return 0;
```

}

Output:

Displaying options:

```
E. AND RECORD

2. DELETE RECORD

3. DELETE RECORD

5. DELETE RECORD

5. DELETE RECORD

5. DELETE RECORD

6. DELETE RECORD
```

Adding employee record:

Displaying record:

Deleting record:



After deleting a record:



Modifying record:

```
note employee case to modify: Amon

Other one age; 18

father one age; 18

Gater one (NF-30: 1)

Most to modify worther record (V/N) in.
```

Record after modification:

```
New Mai SALAPY ID

New II SAMPA NO I

Altyr II AMPA NO I

Press any key to continue . . . _
```