```
#include<iostream>
#include<fstream>
#include<stdio.h>
Using namespace std;
Typedef struct student
{
Int roll;
Char a,name[20],add[30];
}stud;
Void create();
Void display();
Void insert();
Void search(int key);
Void delete1(int key);
Void modify(int key);
Int main()
{int ch,x;
Do
{
Cout << "\n\t^{***}MENU^{***}\n\t^{1}. Accept \n\t^{2}. Display \n\t^{1}. Insert \n\t^{1}. Delete \n\t^{1}
xit\nEnter your choice=";
Cin>>ch;
```

```
Switch(ch)
Case 1:create();
Break;
Case 2:display();
Break;
Case 3:insert();
Break;
Case 4: cout<<"Enter roll no to search=";
Cin>>x;
Search(x);
Break;
Case 5:cout<<"Enter roll no to delete=";
Cin>>x;
Delete1(x);
Break;
Case 6:cout<<"Enter roll no to modify=";
Cin>>x;
Modify(x);
Break;
}while(ch!=7);
Return 0;
}
```

```
Ifstream fin;
Ofstream fout;
Fstream fm;
Int n;
Char fname[20];
Void create()
{int I;
Stud s;
Cout<<"Enter name of the file=";
Cin>>fname;
Fm.open(fname,ios::out);
Cout<<"\nEnter no. of records:=";
Cin>>n;
For(i=0;i<n;i++)
{
Cout<<"Enter roll no=";
Cin>>s.roll;
Cout<<"Enter name=";
Cin>>s.name;
Cout<<"Enter division=";
Cin>>s.a;
Cout<<"Enter address=";
Cin>>s.add;
```

```
Fm.write((char*)&s,sizeof(s));
Fm.close();
}//create
Void display()
{int I;
Stud s;
Fin.open(fname);
Cout<<"\nROLL NO\tNAME\tDIV\tADDRESS";
// while(!fin.eof())
For(i=0;i<n;i++)
{
Fin.read((char*)&s,sizeof(s));
Cout<<"\n"<<s.roll<<"\t"<<s.name<<"\t"<<s.add;
}
Fin.close();
}//display
Void insert()
{stud s;
Fout.open(fname,ios::app);
Cout<<"Enter roll no=";
Cin>>s.roll;
Cout<<"Enter name=";
```

```
Cin>>s.name;
Cout<<"Enter division=";
Cin>>s.a;
Cout<<"Enter address=";
Cin>>s.add;
Fout.write((char*)&s,sizeof(s));
N++;
Fout.close();
}
Void search(int key)
{ stud s;
Int flag=0,I;
Fin.open(fname);
For(i=0;i<n;i++)
{
Fin.read((char *)&s,sizeof(s));
If(s.roll==key)
{
Cout<<"\nRecord is present their corresponding details are:\nRoll no=";
Cout<<s.roll<<"\nName="<<s.name<<"\nDivision="<<s.a<<"\nAddress="<<s.add;
Flag=1;
}
}
If(flag==0)
```

```
Cout<<"\nRoll no.= "<<key<<" is not present in the record";
Fin.close();
}
Void delete1(int key)
{ stud s;
Int flag=0,I;
Fin.open(fname);
Fout.open("temp.txt",ios::out);
For(i=0;i<n;i++)
{
Fin.read((char *)&s,sizeof(s));
If(s.roll==key)
{ cout<<"\nRecord deleted successfully";
Flag=1;
}
Else
Fout.write((char *)&s,sizeof(s));
}
}
If(flag==0)
Cout<<"\nRoll no.= "<<key<<" is not present in the record";
```

```
Else
n--;
fin.close();
fout.close();
remove(fname);
rename("temp.txt",fname);
}
Void modify(int key)
{ stud s;
Int flag=0,I;
Fin.open(fname);
Fout.open("temp.txt",ios::out);
For(i=0;i<n;i++)
Fin.read((char *)&s,sizeof(s));
If(s.roll==key)
Cout<<"Enter roll no=";
Cin>>s.roll;
Cout<<"Enter name=";
Cin>>s.name;
Cout<<"Enter division=";
```

```
Cin>>s.a;
Cout<<"Enter address=";
Cin>>s.add;
Fout.write((char*)&s,sizeof(s));
Flag=1;
}
Else
Fout.write((char *)&s,sizeof(s));
}
}
If(flag==0)
Cout<<"\nRoll no.= "<<key<<" is not present in the record";
Fin.close();
Fout.close();
Remove(fname);
Rename("temp.txt",fname);
}
```