To implement linked file allocation

Program:

#include <stdio.h>  
#include<string.h>  
  
struct file  
{  
char fname[10];  
int start,size,block[10];  
}f[10];  
  
int main()  
{  
int i,j,n;  
printf("Enter no. of files:");  
scanf("%d",&n);  
for(i=0;i<n;i++)  
{  
printf("Enter file name:");  
scanf("%s",f[i].fname);  
printf("Enter starting block:");  
scanf("%d",&f[i].start);  
f[i].block[0]=f[i].start;  
printf("Enter no.of blocks:");  
scanf("%d",&f[i].size);  
printf("Enter block numbers:");  
for(j=1;j<=f[i].size;j++)  
{  
scanf("%d",&f[i].block[j]);  
}  
printf("\n");  
}  
printf("File\tstart\tsize\tblock\n");  
for(i=0;i<n;i++)  
{  
printf("%s\t%d\t%d\t",f[i].fname,f[i].start,f[i].size);  
for(j=1;j<=f[i].size-1;j++)  
printf("%d--->",f[i].block[j]);  
printf("%d",f[i].block[j]);  
printf("\n");  
}  
return 0;  
}

Output:

