

NOTE:

- Create a folder on Desktop to save your works.
- Use comment `//` to write your name, ID, Group and Lab Question in each program.
- Save your file as `.c`

REMINDER!

Write your particulars in the program.

LAB OBJECTIVE

At the end of this lab activity, the students should be able to:

- Read and write from/to files to solve programming problems.

QUESTION 1

The program is to calculate the summon fee for the persons in the file. Write **C code** based on the following instructions.

- i. Create file variables named *input* and *output*.
- ii. Open the file *summon_list.txt* for reading using *input* and *output* for append the file.
- iii. Use a *while loop* statement to loop till the end of the file:
 - Read all the data from the file and store them in appropriate variables.
 - Based on the Table 2, determine the *summon fee* using *if else* statement.

Speed	Summon Fee
More than equal 100	300
Others	150

Table 2: Summon Fee

- Write the *name*, *speed*, *summon fee* in the output file.
- iv. Close the files.

The contents of the files are shown below.

Content of <i>summon_list.txt</i> before execution	
<Name>	<speed>
Jason	95
Rameshan	120
Zafran	100

Content of <i>summon_list.txt</i> after execution		
<Name>	<speed>	<summonfee>
Jason	95	
Rameshan	120	
Zafran	100	
Jason	95	150.00
Rameshan	120	300.00
Zafran	100	300.00

QUESTION 2

Write a complete C program that creates a new file called *audio.txt* for both writing and reading. The program prompts user to enter a series of inputs to calculate the audio size. User inputs and audio size are then written into file *audio.txt*.

In *main()*:

- Open a new file called *audio.txt* for writing and reading.
- If the file can't be opened, display error message *"File could not be opened. Program aborted."* And quit the program.
- Using a do-while loop:
 - Prompt user to enter audio channel (either 1 for mono or 2 for stereo), sampling rate, time, and bit depth.
 - Calculate audio size.
 - Formula: audio channel x sampling rate x time x (bit depth / 8)
 - Write audio channel, sampling rate, time, bit depth and audio size into file *audio.txt*.
 - Prompt the user whether to continue adding another audio record. Repeat the above as long as user chooses to continue.
- From the beginning of file *audio.txt*, read and display all data from each audio record until the end of file.
- Close file *audio.txt* before program ends.

SAMPLE OUTPUT

```
=====
=          CALCULATE AUDIO DATA SIZE          =
=====
Enter channel - [1] Mono [2] Stereo           : 2
Enter sampling rate (Hz)                       : 44100
Enter time (seconds)                           : 30
Enter audio bit depth (bits)                   : 16

Add another record (y/n)? y

Enter channel - [1] Mono [2] Stereo           : 1
Enter sampling rate (Hz)                       : 42500
Enter time (seconds)                           : 25
Enter audio bit depth (bits)                   : 8

Add another record (y/n)? n

Channel Sampling Rate    Time    Bit Depth    Audio Size
-----
2          44100.00       30       16          5292000.00
1          42500.00       25        8          1062500.00
```

QUESTION 3

Write the code segments based on the given descriptions:

1. Declare a file pointer called *input*. Open a file called *location.txt* for reading using this pointer.
2. If the file is not available, display “*File does not exist.*”.
3. The content of the text file *location.txt* is as shown below. It includes the *location*, *latitude* and *longitude* values.

FILE *location.txt* CONTENTS

<Location> <Latitude> <Longitude>

UTM 1.5523763 103.63322
KLCC 3.153889 101.71333
UM 3.1185 101.665
UMS 6.0367 116.1186
UNIMAS 1.465174 110.4270601

Ask the user to enter a location. Check if the user’s location can be found in the text file. If found, display the *location*, *latitude* and *longitude* as shown below.

SAMPLE OUTPUT

Enter a location: UM

Location : UM
Latitude : 3.1185
Longitude : 101.6650

Otherwise display “*Sorry, location could not be found*”.

SAMPLE OUTPUT

Enter a location : MMU
Sorry, location could not be found