

Employee Record System MINI PROJECT



GROUP MEMBER

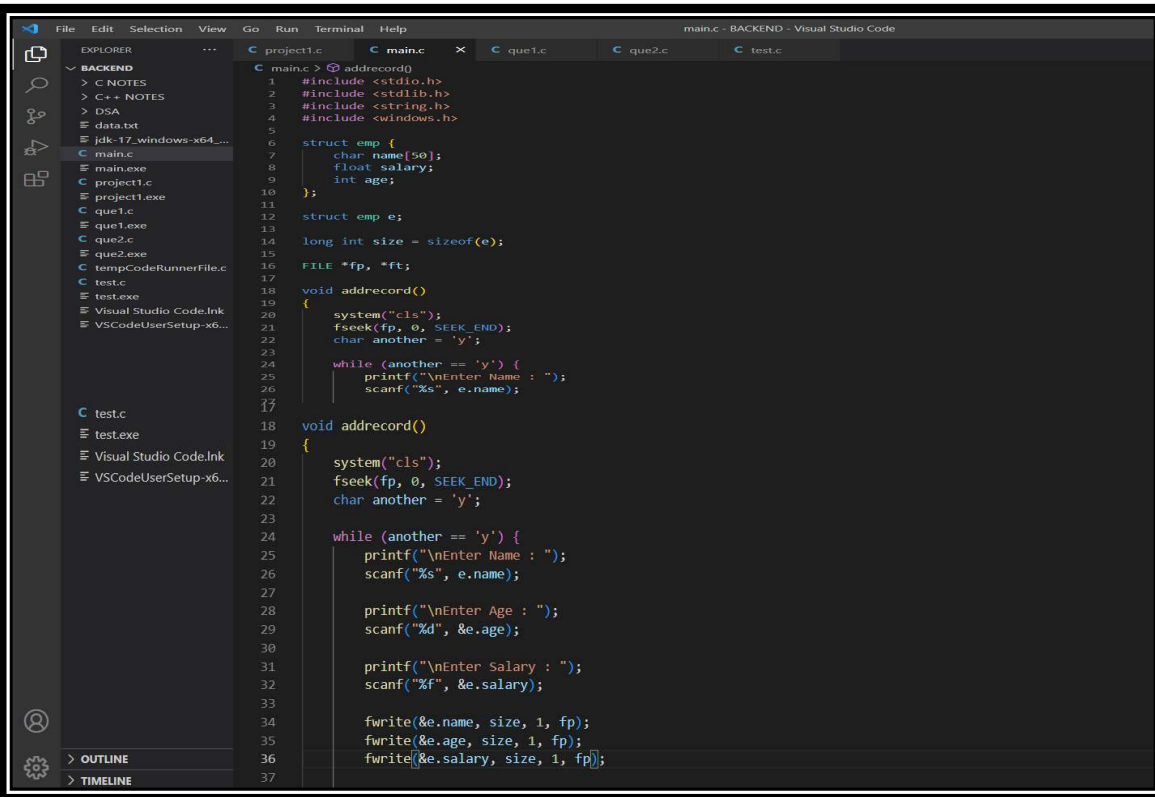
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CREATING STRUCTURES OF EMPLOYEES

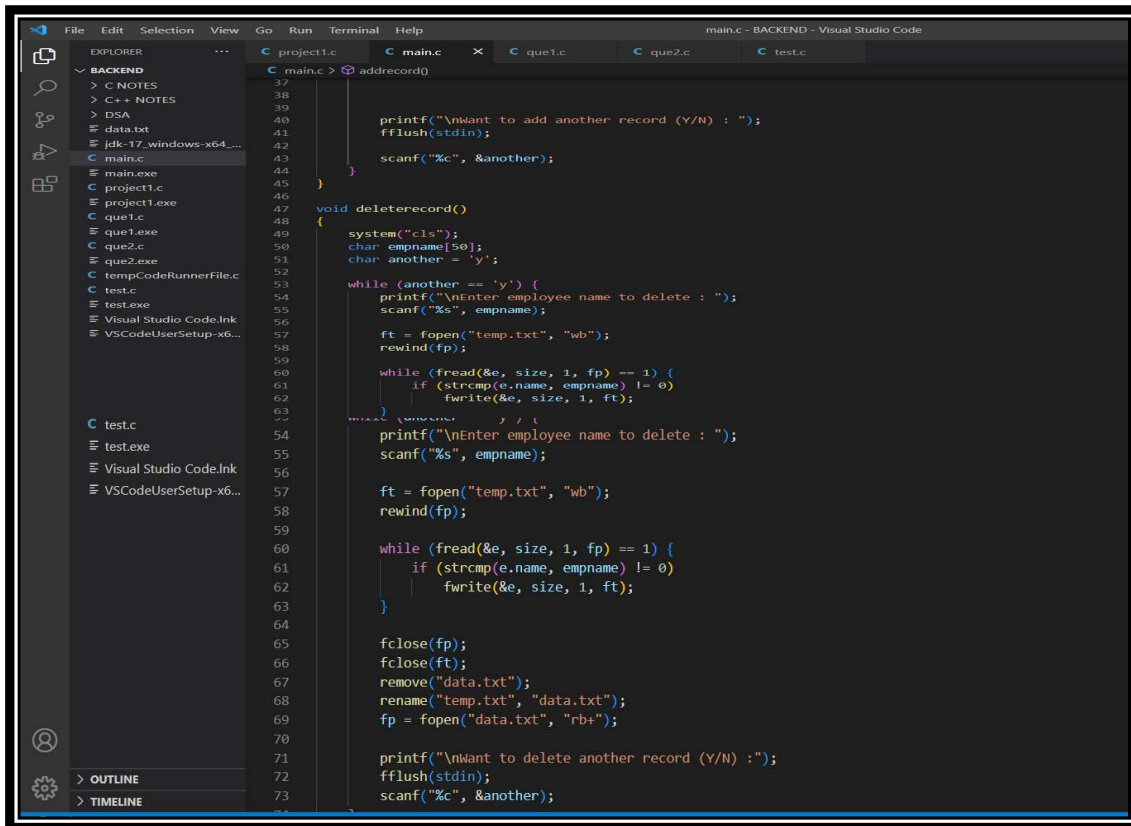


The screenshot shows the Visual Studio Code editor with a C program open in the 'main.c' file. The Explorer sidebar on the left shows a project named 'BACKEND' with various files and folders. The main editor area displays the following C code:

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4 #include <windows.h>
5
6 struct emp {
7     char name[50];
8     float salary;
9     int age;
10 };
11
12 struct emp e;
13
14 long int size = sizeof(e);
15
16 FILE *fp, *ft;
17
18 void addrecord()
19 {
20     system("cls");
21     fseek(fp, 0, SEEK_END);
22     char another = 'y';
23
24     while (another == 'y') {
25         printf("\nEnter Name : ");
26         scanf("%s", e.name);
27
28         printf("\nEnter Age : ");
29         scanf("%d", &e.age);
30
31         printf("\nEnter Salary : ");
32         scanf("%f", &e.salary);
33
34         fwrite(&e.name, size, 1, fp);
35         fwrite(&e.age, size, 1, fp);
36         fwrite(&e.salary, size, 1, fp);
37     }
```

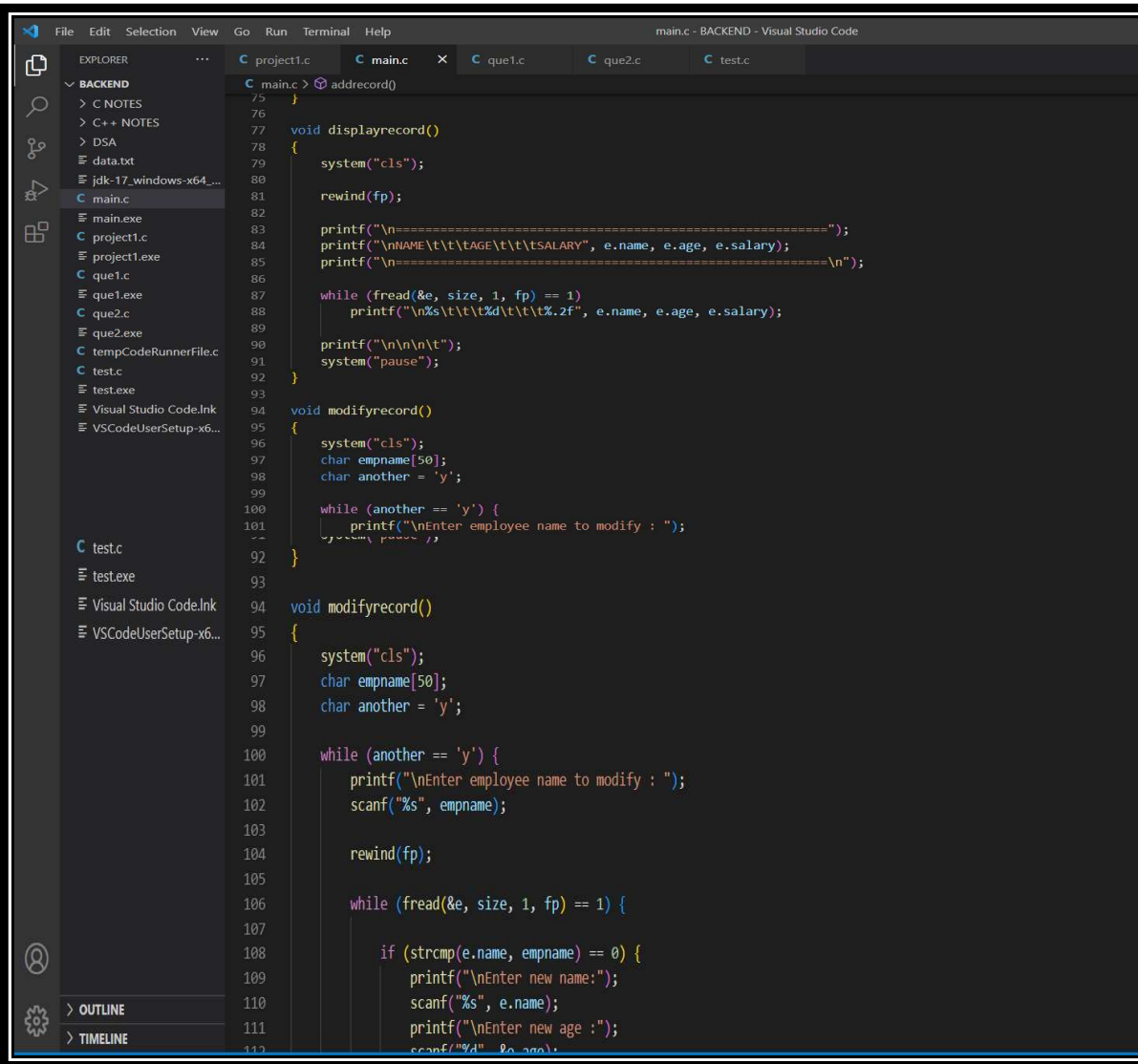
- Structure data type is created for employees.
- Name[50], salary and age are declared as members

2. INSERTING DATA



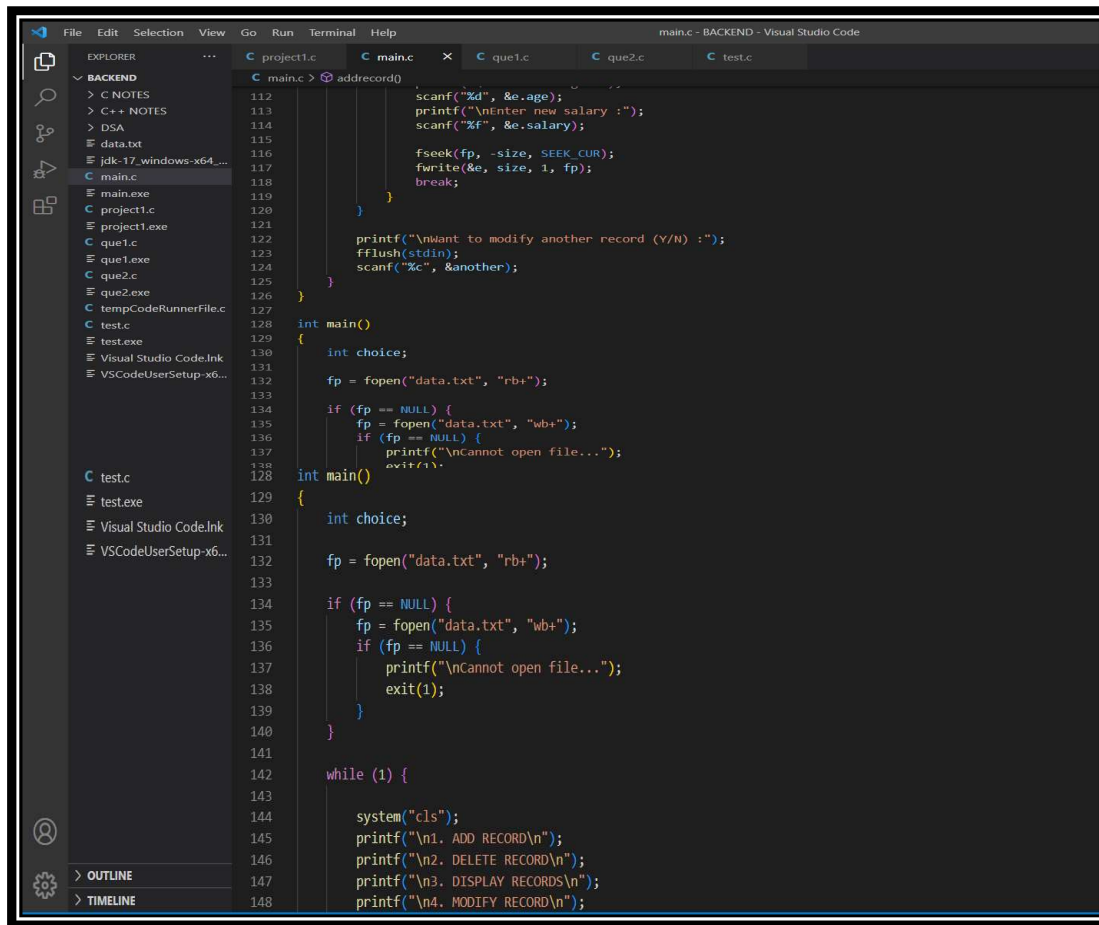
```
37
38
39
40
41     printf("\nwant to add another record (Y/N) : ");
42     fflush(stdin);
43     scanf("%c", &another);
44 }
45
46 void deleterecord()
47 {
48     system("cls");
49     char empname[50];
50     char another = 'y';
51
52     while (another == 'y') {
53         printf("\nEnter employee name to delete : ");
54         scanf("%s", empname);
55
56         ft = fopen("temp.txt", "wb");
57         rewind(ft);
58
59         while (fread(&e, size, 1, fp) == 1) {
60             if (strcmp(e.name, empname) != 0)
61                 fwrite(&e, size, 1, ft);
62         }
63
64         printf("\nEnter employee name to delete : ");
65         scanf("%s", empname);
66
67         ft = fopen("temp.txt", "wb");
68         rewind(ft);
69
70         while (fread(&e, size, 1, fp) == 1) {
71             if (strcmp(e.name, empname) != 0)
72                 fwrite(&e, size, 1, ft);
73         }
74
75         fclose(fp);
76         fclose(ft);
77         remove("data.txt");
78         rename("temp.txt", "data.txt");
79         fp = fopen("data.txt", "rb+");
80
81         printf("\nwant to delete another record (Y/N) : ");
82         fflush(stdin);
83         scanf("%c", &another);
84     }
```

- Using addrecord function data to emp is added in the txt file



- Deleterecord is used to delete the data from the document

3.FETCHING DATA USING SWITCH STATEMENT

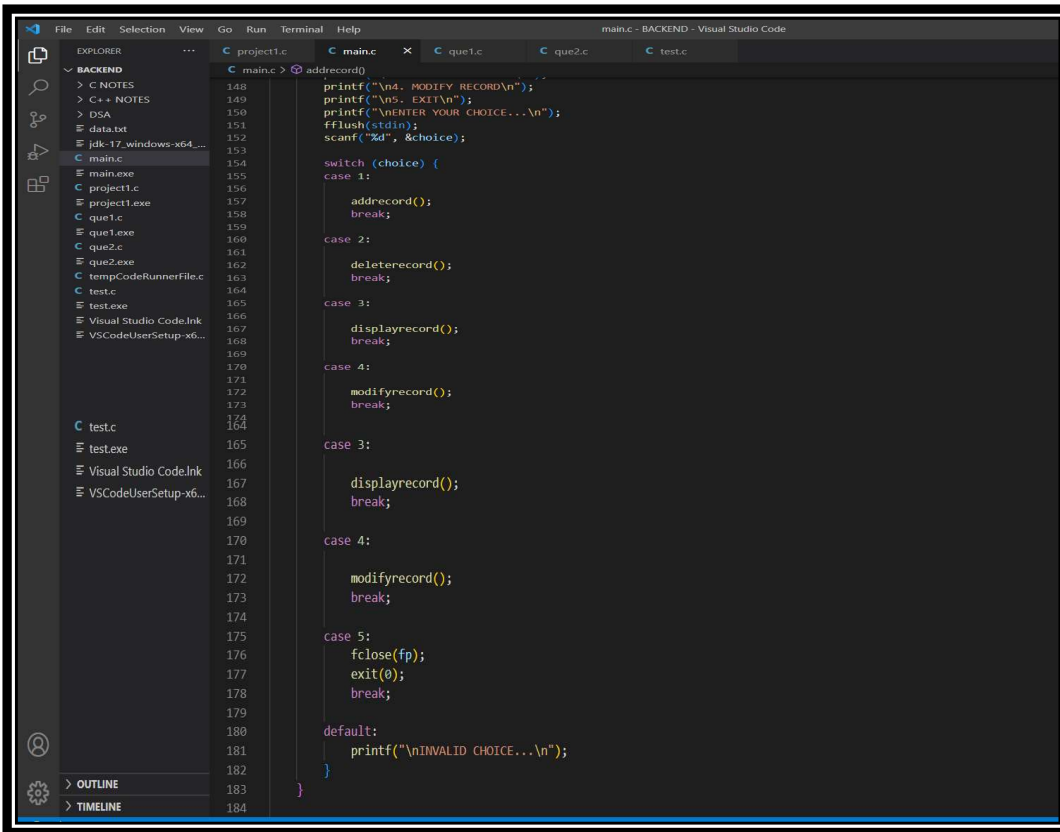


The screenshot shows the Visual Studio Code editor with a C project named 'main.c'. The code implements a record management system using a switch statement. The 'main' function prompts the user to choose an operation: 1. ADD RECORD, 2. DELETE RECORD, 3. DISPLAY RECORDS, or 4. MODIFY RECORD. The code uses file operations to read and write records to 'data.txt'.

```
112     scanf("%d", &e.age);
113     printf("\nEnter new salary :");
114     scanf("%f", &e.salary);
115
116     fseek(fp, -size, SEEK_CUR);
117     fwrite(&e, size, 1, fp);
118     break;
119 }
120
121 printf("\nwant to modify another record (Y/N) :");
122 fflush(stdin);
123 scanf("%c", &another);
124 }
125
126 }
127
128 int main()
129 {
130     int choice;
131
132     fp = fopen("data.txt", "rb+");
133
134     if (fp == NULL) {
135         fp = fopen("data.txt", "wb+");
136         if (fp == NULL) {
137             printf("\ncannot open file...");
138             exit(1);
139         }
140     }
141
142     while (1) {
143
144         system("cls");
145         printf("\n1. ADD RECORD\n");
146         printf("\n2. DELETE RECORD\n");
147         printf("\n3. DISPLAY RECORDS\n");
148         printf("\n4. MODIFY RECORD\n");
```

- Function display record is used to display the record in the document

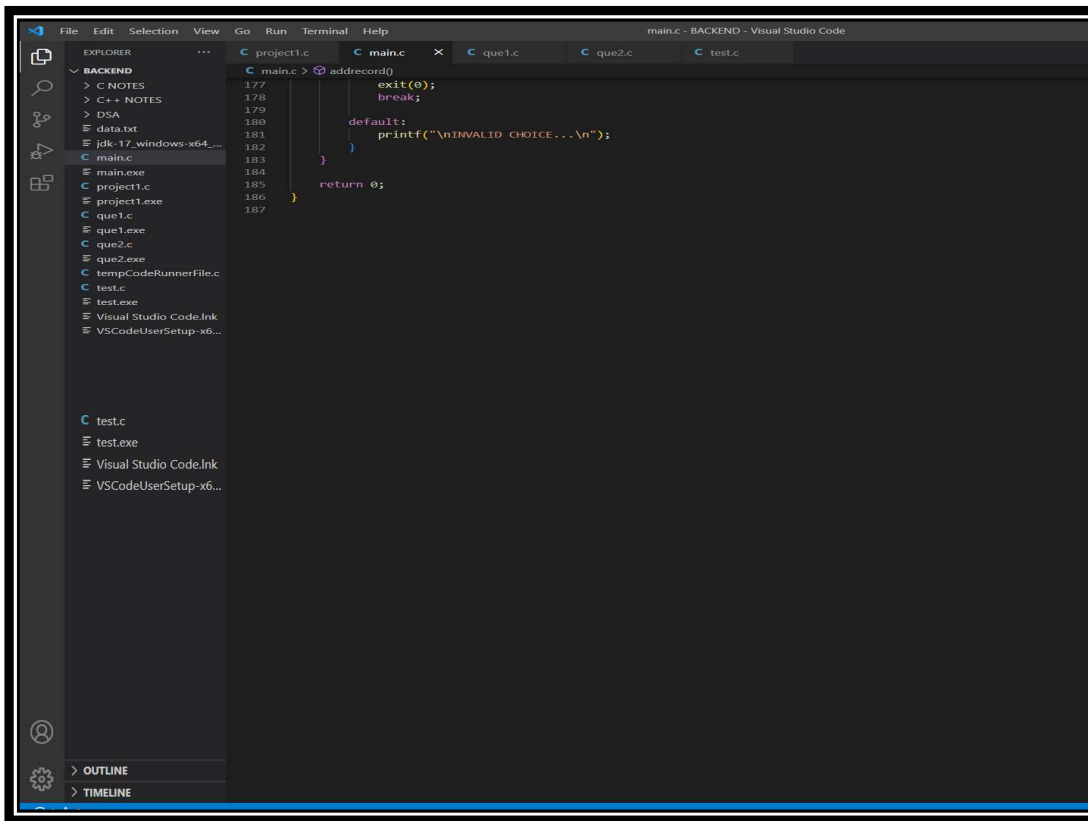
4. POINTER FILE fp IS CREATED



```
148 printf("\n4. MODIFY RECORD\n");
149 printf("\n5. EXIT\n");
150 printf("\nENTER YOUR CHOICE...\n");
151 fflush(stdin);
152 scanf("%d", &choice);
153
154 switch (choice) {
155 case 1:
156     addrecord();
157     break;
158 case 2:
159     deleterecord();
160     break;
161 case 3:
162     displayrecord();
163     break;
164 case 4:
165     modifyrecord();
166     break;
167 case 5:
168     fclose(fp);
169     exit(0);
170     break;
171 default:
172     printf("\nINVALID CHOICE...\n");
173 }
174
175 }
```

- Pointer file fp is created
- File fp is used to open document .txt file

5. ENDING SWITCH STATEMENT WITH GIVING DEFAULT STATEMENT.



The screenshot shows the Visual Studio Code editor with a C project named 'BACKEND'. The Explorer sidebar on the left lists files including 'main.c', 'main.exe', 'project1.c', 'project1.exe', 'que1.c', 'que1.exe', 'que2.c', 'que2.exe', 'tempCodeRunnerFile.c', 'test.c', 'test.exe', 'Visual Studio Code.lnk', and 'VSCodeUserSetup-x64...'. The main editor window displays the code in 'main.c' with line numbers 177 to 187. The code defines a function 'addrecord()' that uses a switch statement to handle different cases. The 'default' case is highlighted in red and prints an invalid choice message.

```
177     addrecord()  
178     {  
179         exit(0);  
180         break;  
181     }  
182     default:  
183         printf("\nINVALID CHOICE...\n");  
184     }  
185     return 0;  
186 }  
187
```

- Switch statement is used to let the user choose the option of his requirement

THANK YOU



SRM

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