26. Construct a C program to implement the file management operations.

Aim

To develop a C program to perform basic file management operations: create, read, write, and append data to a file.

Algorithm

- 1. Start the program.
- 2. Display a menu for file operations (Create/Write, Read, Append, Exit).
- 3. Based on the user's choice:
 - o Create/Write: Open a file in write mode, input data, and save it.
 - o **Read**: Open a file in read mode and display its contents.
 - o **Append**: Open a file in append mode and add new data.
- 4. Close the file after each operation.
- 5. Repeat until the user chooses to exit.
- 6. End the program.

Procedure

- 1. Use fopen () to create/open a file.
- 2. Perform operations using fprintf() for writing, fscanf() or fgets() for reading, and fprintf() for appending.
- 3. Handle user inputs and perform error checking (e.g., file not found).
- 4. Close the file using fclose().

Code:

```
#include <stdio.h>
#include <stdlib.h>

void createFile() {

FILE *file = fopen("file.txt", "w");

if (file == NULL) {

printf("Error creating file.\n");
```

```
return;
  }
  printf("File created successfully.\n");
  fclose(file);
}
void writeFile() {
  FILE *file = fopen("file.txt", "w");
  if (file == NULL) {
     printf("Error opening file.\n");
     return;
  }
  char data[100];
  printf("Enter content to write into the file: ");
  getchar();
  fgets(data, 100, stdin);
  fprintf(file, "%s", data);
  printf("Data written successfully.\n");
  fclose(file);
}
void readFile() {
  FILE *file = fopen("file.txt", "r");
```

```
if (file == NULL) {
     printf("Error opening file.\n");
     return;
  }
  char ch;
  printf("File content:\n");
  while ((ch = fgetc(file)) != EOF) {
     putchar(ch);
  }
  fclose(file);
}
void appendFile() {
  FILE *file = fopen("file.txt", "a");
  if (file == NULL) {
     printf("Error opening file.\n");
     return;
  }
  char data[100];
  printf("Enter content to append to the file: ");
  getchar();
  fgets(data, 100, stdin);
  fprintf(file, "%s", data);
```

```
printf("Data appended successfully.\n");
  fclose(file);
}
int main() {
  int choice;
  do {
     printf("\nFile Management System\n");
     printf("1. Create File\n");
     printf("2. Write to File\n");
     printf("3. Read File\n");
     printf("4. Append to File\n");
     printf("5. Exit\n");
     printf("Enter your choice: ");
     scanf("%d", &choice);
     switch (choice) {
       case 1: createFile(); break;
       case 2: writeFile(); break;
       case 3: readFile(); break;
       case 4: appendFile(); break;
       case 5: printf("Exiting...\n"); break;
       default: printf("Invalid choice. Try again.\n");
```

```
} while (choice != 5);
return 0;
}
```

Result

The program successfully implements file management operations:

- 1. Create File: Creates an empty file named file.txt.
- 2. Write File: Writes user input to the file.
- 3. **Read File**: Reads and displays the file's contents.
- 4. **Append File**: Appends additional content to the file.

OUTPUT:

