



**“Build Your IT Skill”**

**2020**

**ណែនាំស្គាល់ពី File ក្នុង C Programming**

**Text File | Binary File**



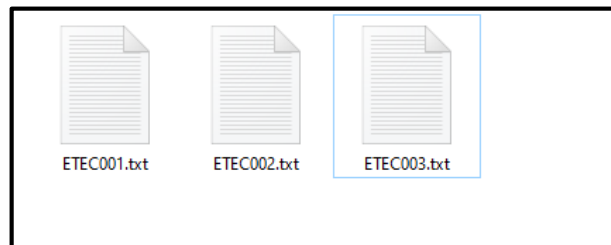
096 226 8884

077 35 8884

## ណែនាំអោយស្គាល់ពី Files របស់ C Programming

### I. ដូចម្តេចទៅដែលហៅថា File?

File គឺសំដៅលើការផ្ទុកទិន្នន័យជាលិខិតពេលគឺទិន្នន័យត្រូវយកទៅផ្ទុកនៅលើ Internal ឬ External Storage អាចជា Hard Disk ជាដើម។ ការយកទិន្នន័យទៅផ្ទុកនៅលើ file ទិន្នន័យនិងមិនត្រូវបាត់បង់នោះទេនៅពេលដែលយើងបិទកុំព្យូទ័រ ឬ បិទកុំព្យូទ័រជាដើម។



### I. ប្រភេទនៃ Files

១. Text File: គឺជាប្រភេទ File ការផ្ទុកទិន្នន័យរបស់វាមានលក្ខណៈជា Text data ពេលគឺទិន្នន័យអ្នកអាចបើកមើលវាយល់បានដោយវាមិនបានបំប្លែងទិន្នន័យទាំងនោះទេ។ ប្រភេទ file មួយនេះអ្នកអាចប្រើប្រាស់នូវ កន្លែងជាប្រភេទ (.txt) ដែលអ្នកងាយស្រួលមើលបាននៅលើ Notepad ។

ដើម្បីធ្វើការ Accessing លើ File បានអ្នកអាចប្រើប្រាស់នូវជំហានខាងក្រោម៖

- ✓ Creating a new file
- ✓ Opening an existing file
- ✓ Closing a file
- ✓ Reading from and writing information to a file
  - ❖ fscanf() & fprintf()
  - ❖ fgets() & fputs()

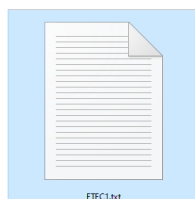
## ការបើកស្តុក file របស់ C Programming:

```
1. fopen("E:\\cprogram\\newprogram.txt", "w");
2.
3. fopen("E:\\cprogram\\oldprogram.bin", "rb");
```

ឧទាហរណ៍ ១៖ ការ Write ទិន្នន័យចូលក្នុង Files ជាមួយនិង fprintf

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  int main()
4  {
5      int num;
6      FILE *fptr;
7      fptr = fopen("ETEC1.txt", "w");
8      if(fptr == NULL)
9      {
10         printf("Error!");
11         exit(1);
12     }
13     printf("Enter num: ");
14     scanf("%d", &num);
15     fprintf(fptr, "%d", num);
16     printf("====Write Completed====\n");
17     printf("GoodBye....!");
18     fclose(fptr);
19     return 0;
20 }
```

លទ្ធផលទទួលបាន៖



C:\Users\Etec Center\Documents\Untitled001.exe

```
Enter num: 200
====Write Completed=====
GoodBye....!
```

```
-----
Process exited after 5.975 seconds with return value 0
Press any key to continue . . .
```

## ឧទាហរណ៍ ២៖ ការ Read ទិន្នន័យចេញពីក្នុង Files ជាមួយនិង fscanf

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main()
4 {
5     int num;
6     FILE *fptr;
7     if ((fptr = fopen("ETEC1.txt", "r")) == NULL){
8         printf("Error! opening file");
9         // Program exits if the file pointer returns NULL.
10        exit(1);
11    }
12    fscanf(fptr, "%d", &num);
13    printf("Value of n=%d", num);
14    fclose(fptr);
15
16    return 0;
17 }
```

C:\Users\Etec Center\Documents\Untitled001.exe

Value of n=200

-----  
Process exited after 0.03118 seconds with return value 0  
Press any key to continue . . .

## ឧទាហរណ៍ ៣៖ ការ Write ទិន្នន័យចូលក្នុង Files ជាមួយនិង fprintf

```
1 #include <stdio.h>
2 main() {
3     FILE *fp;
4     fp = fopen("ETEC1.txt", "w");
5     if(fp == NULL)
6     {
7         printf("Error!");
8         exit(1);
9     }
10
11    fprintf(fp, "Welcome to ETEC CENTER, Build Your IT Skill!\n");
12    fclose(fp);
13    printf("Write Success!");
14 }
15
```

C:\Users\Etec Center\Documents\Untitled001.exe

Write Success!

-----  
Process exited after 0.03453 seconds with return value 14  
Press any key to continue . . .

ឧទាហរណ៍ ៤៖ ការ Read ទិន្នន័យចេញពីក្នុង Files ជាមួយនិង fscanf

```
1 #include <stdio.h>
2 main() {
3     FILE *fp;
4     char ch;
5     fp = fopen("ETEC1.txt", "r");
6     if(fp == NULL)
7     {
8         printf("Error!");
9         exit(1);
10    }
11
12    while(fscanf(fp,"%c",&ch)!= EOF)
13    {
14        printf("%c",ch);
15    }
16
17 }
18
19
```

C:\Users\Etec Center\Documents\Untitled001.exe

ETEC CENTER Build Your IT Skill...!

-----  
Process exited after 0.03469 seconds with return value  
Press any key to continue . . .

ឧទាហរណ៍ ៥៖ ការ Write ទិន្នន័យចូលក្នុង Files ជាមួយនិង fput

```
1 #include <stdio.h>
2 main() {
3     FILE *fp;
4     char text[50];
5     fp = fopen("ETEC1.txt", "r");
6     if(fp == NULL)
7     {
8         printf("Error!");
9         exit(1);
10    }
11    printf("Input Text=");
12    gets(text);
13    fputs(text, fp);
14    printf("Write to Succesfully....!");
15    fclose(fp);
16
17 }
18
19
20
```

C:\Users\Etec Center\Documents\Untitled001.exe

Input Text=Welcome to ETEC CENTER...!  
Write to Succesfully....!  
-----



## ឧទាហរណ៍ ៦៖ ការ Write ទិន្នន័យចូលក្នុង Files ជាមួយនិង fget

```

1  #include <stdio.h>
2  main() {
3      FILE *fp;
4      char buffer[255];
5      fp = fopen("ETEC1.txt", "r");
6      if(fp == NULL)
7      {
8          printf("Error!");
9          exit(1);
10     }
11
12     while(fgets(buffer, 255, fp) != NULL)
13     {
14         printf("%s",buffer);
15     }
16
17 }
18

```

C:\Users\Etec Center\Documents\Untitled001.exe

ETEC CENTER Build Your IT Skill...!

-----  
 Process exited after 0.02978 seconds with return value 0  
 Press any key to continue . . .

ខាងក្រោមគឺជាប្រភេទនៃ Mode File ដែលសំខាន់ៗជាមួយនិង Text File៖

Mode File	អត្ថន័យ
r	Read ទិន្នន័យ
w	Write ទិន្នន័យ
a	Append ទិន្នន័យ
r+	Read/Write ទិន្នន័យ
w+	Write/ Read ទិន្នន័យ
a+	Read/Write/ Append

## ឧទាហរណ៍ ៧៖

```
1 #include<stdio.h>
2 #include<stdlib.h>
3
4 int main()
5 {
6     FILE *fp;
7     char name[50];
8     int roll_no, chars, i, n;
9     float marks;
10    fp = fopen("records.txt", "a");
11    if(fp == NULL)
12    {
13        printf("Error opening file\n");
14        exit(1);
15    }
16    printf("Testing fprintf() function: \n\n");
17    printf("Enter the number of records you want to enter: ");
18    scanf("%d", &n);
19    for(i = 0; i < n; i++)
20    {
21        fflush(stdin);
22        printf("\nEnter the details of student %d \n\n", i + 1);
23        printf("Enter name of the student: ");
24        gets(name);
25        printf("Enter roll no: ");
26        scanf("%d", &roll_no);
27        printf("Enter marks: ");
28        scanf("%f", &marks);
29        chars = fprintf(fp, "%s %d %f",
30            name, roll_no, marks);
31        printf("\n%d characters successfully written to the file\n\n", chars);
32    }
33    fclose(fp);
34    return 0;
35 }
```

```

1  #include<stdio.h>
2  #include<stdlib.h>
3
4  int main()
5  {
6      FILE *fp;
7      char name[50];
8      int roll_no, chars;
9      float marks;
10     fp = fopen("records.txt", "r");
11
12     if(fp == NULL)
13     {
14         printf("Error opening file\n");
15         exit(1);
16     }
17     printf("Testing fscanf() function: \n\n");
18     printf("Name:\t\tRoll\t\tMarks\n");
19
20     while( fscanf(fp, "%s %d %f",
21                 name, &roll_no, &marks) != EOF )
22     {
23         printf("%s\t\t%d\t\t%.2f\n", name, roll_no, marks);
24     }
25     fclose(fp);
26     return 0;
27 }

```

លទ្ធផលទទួលបាន៖

C:\Users\Etec Center\Documents\Untitled001.exe

Testing fscanf() function:

Name:	Roll	Marks
Sok	1001	67.90
Vanny	1002	76.00

-----

Process exited after 0.03039 seconds with return value 0  
Press any key to continue . . .



២) Binary File: គឺជាប្រភេទ File មួយប្រភេទទៀតដែលការ read និង write ទិន្នន័យរបស់វាត្រូវបានបំប្លែងទៅជា binary data ពេលគឺយើងមិនអាច មើលយល់ និង មានសុវត្ថិភាពល្អទៀតផង, ទំហំផ្ទុកទិន្នន័យរបស់វាអាចផ្ទុកបានច្រើន។

Mode File	អត្ថន័យ
rb	Read ទិន្នន័យ
wb	Write ទិន្នន័យ
ab	Append ទិន្នន័យ
rb+	Read/Write ទិន្នន័យ
wb+	Write/ Read ទិន្នន័យ
ab+	Read/Write/ Append

ឧទាហរណ៍ ១៖ ចូរសរសេរកូដ Write Binary file

```

1  #include<stdio.h>
2      struct rec
3  {
4      int x;
5  };
6  int main()
7  {
8      int i;
9      FILE *ptr_myfile;
10     struct rec my_record;
11
12     ptr_myfile=fopen("etec.bin","wb");
13     if (!ptr_myfile)
14     {
15         printf("Unable to open file!");
16         return 1;
17     }
18     for ( i=1; i <= 10; i++)
19     {
20         my_record.x= i;
21         fwrite(&my_record, sizeof(struct rec), 1, ptr_myfile);
22     }
23     printf("Write Succesful.....!");
24     fclose(ptr_myfile);
25     return 0;
26 }
27

```

## ឧទាហរណ៍ ២៖ ចូរសរសេរកូដ Read Binary file

```
1  #include<stdio.h>
2
3  /* Our structure */
4  struct rec
5  {
6      int x;
7  };
8
9  int main()
10 {
11     int counter;
12     FILE *ptr_myfile;
13     struct rec my_record;
14
15     ptr_myfile=fopen("etec.bin","rb");
16     if (!ptr_myfile)
17     {
18         printf("Unable to open file!");
19         return 1;
20     }
21     for ( counter=1; counter <= 10; counter++)
22     {
23         fread(&my_record,sizeof(struct rec),1,ptr_myfile);
24         printf("%d\n",my_record.x);
25     }
26     fclose(ptr_myfile);
27     return 0;
28 }
29
```

លទ្ធផលទទួលបាន៖

C:\Users\Etec Center\Documents\0003.exe

```
1
2
3
4
5
6
7
8
9
10
```

## ឧទាហរណ៍ ៣៖ ចូរសរសេរកូដ Write Binary file

```
1  #include<stdio.h>
2      struct Students
3  {
4      int id;
5      char name[20];
6      char sex;
7      float score;
8  };
9  int main()
10 {
11     int i,n;
12     FILE *ptr_myfile;
13     struct Students stu;
14     ptr_myfile=fopen("students.bin","wb");
15     if (!ptr_myfile)
16     {
17         printf("Unable to open file!");
18         return 1;
19     }
20     printf("Input Number of Students:");
21     scanf("%d",&n);
22     for ( i=0; i <n; i++)
23     {
24         printf("=====Record#%d=====\n",i+1);
25         printf("Input ID=");scanf("%d",&stu.id);
26         fflush(stdin);
27         printf("Input Name=");scanf("%s",&stu.name);
28         fflush(stdin);
29         printf("Input Gender=");scanf("%c",&stu.sex);
30         printf("Input Score=");scanf("%f",&stu.score);
31         fwrite(&stu, sizeof(struct Students), 1, ptr_myfile);
32     }
33     printf("Write Succesful.....!");
34     fclose(ptr_myfile);
35     return 0;
36 }
```

លទ្ធផលទទួលបាន៖

```
C:\Users\Etec Center\Documents\002.exe
Input Number of Students:3
=====Record#1=====
Input ID=1001
Input Name=LY
Input Gender=M
Input Score=56
=====Record#2=====
Input ID=1002
Input Name=Sy
Input Gender=F
Input Score=67
=====Record#3=====
Input ID=1003
Input Name=Dim
Input Gender=M
Input Score=90
Write Succesful.....!
-----
```

## ឧទាហរណ៍ ៤៖ ចូរសរសេរកូដ Read Binary file

```
1 #include<stdio.h>
2 struct Students
3 {
4     int id;
5     char name[20];
6     char sex;
7     float score;
8 };
9 int main()
10 {
11     int i=1,n;
12     FILE *ptr_myfile;
13     struct Students stu;
14
15     ptr_myfile=fopen("students.bin","rb");
16     if (!ptr_myfile)
17     {
18         printf("Unable to open file!");
19         return 1;
20     }
21
22     while(1==fread(&stu, sizeof(struct Students), 1, ptr_myfile))
23     {
24
25         printf("=====Record #d=====\n",i);
26         printf("ID=%d\n",stu.id);
27         printf("Name=%s\n",stu.name);
28         printf("Gender=%c\n",stu.sex);
29         printf("Score=%f\n",stu.score);
30         i++;
31     }
32     printf("Write Succesful.....!");
33     fclose(ptr_myfile);
34     return 0;
35 }
36
```

លទ្ធផលទទួលបាន៖

```
C:\Users\Etec Center\Documents\0003.exe
=====Record #1=====
ID=1001
Name=LY
Gender=M
Score=56.000000
=====Record #2=====
ID=1002
Name=Sy
Gender=F
Score=67.000000
=====Record #3=====
ID=1003
Name=Dim
Gender=M
Score=90.000000
Write Succesful.....!
-----
```

### គេហទំព័រ Structure មួយដូចខាងក្រោម៖

ចូរបង្កើតនូវ Menu ដូចខាងក្រោម៖

## II. ការលុបទិន្នន័យចេញពី Files

ការលុបទិន្នន័យចេញពី File វាមិនសូវស្រួលដូចការលុបទិន្នន័យចេញពី Ram (Array) នោះទេមានន័យថា អ្នកបាន Write ទិន្នន័យរបស់អ្នកទៅផ្ទុកក្នុង file ប្រៀបបាន និងយកទិន្នន័យទៅផ្ទុកលើក្រដាសសរសេរមួយសន្លឹកផងដែរ វានៅជាប់ និង ក្រដាសនោះ។ ខាងក្រោមជាជំហានក្នុងការលុបទិន្នន័យចេញពីក្នុង file មួយ៖

1. Search / ស្វែងរកឯកសារក្នុងប្រព័ន្ធផ្ទុកឯកសារ Files
2. Write តែឯកសារដែលខុសពីឯកសារដែលលុបចោលក្នុង File ថ្មី (tmp)
3. Delete File ចាស់ចោល
4. Rename file ថ្មី ទៅជាឈ្មោះ file ថ្មី

ឧទាហរណ៍ ៖

```
1  #include<stdio.h>
2  struct Students
3  {
4      int id;
5      char name[20];
6      char sex;
7      float score;
8  };
9
10 void WriteFile( struct Students stu)
11 {
12     FILE *ptr_myfile;
13     int i,n;
14     ptr_myfile=fopen("students.bin","ab");
15     if (!ptr_myfile)
16     {
17         printf("Unable to open file!");
18         return 1;
19     }
20     printf("Input Number of Students:");
21     scanf("%d",&n);
22     for ( i=0; i <n; i++)
23     {
24         printf("=====Record#%d=====\\n",i+1);
25         printf("Input ID=");scanf("%d",&stu.id);
26         fflush(stdin);
27         printf("Input Name=");scanf("%s",&stu.name);
28         fflush(stdin);
29         printf("Input Gender=");scanf("%c",&stu.sex);
30         printf("Input Score=");scanf("%f",&stu.score);
31         fwrite(&stu, sizeof(struct Students), 1, ptr_myfile);
32     }
33     printf("Write Succesful....!");
34     fclose(ptr_myfile);
35 }
36
37 void WriteFile( struct Students stu)
38 {
39     FILE *ptr_myfile;
40     int i,n;
41     ptr_myfile=fopen("students.bin","ab");
42     if (!ptr_myfile)
43     {
44         printf("Unable to open file!");
45         return 1;
46     }
47     printf("Input Number of Students:");
48     scanf("%d",&n);
49     for ( i=0; i <n; i++)
50     {
51         printf("=====Record#%d=====\\n",i+1);
52         printf("Input ID=");scanf("%d",&stu.id);
53         fflush(stdin);
54         printf("Input Name=");scanf("%s",&stu.name);
55         fflush(stdin);
56         printf("Input Gender=");scanf("%c",&stu.sex);
57         printf("Input Score=");scanf("%f",&stu.score);
58         fwrite(&stu, sizeof(struct Students), 1, ptr_myfile);
59     }
60     printf("Write Succesful....!");
61     fclose(ptr_myfile);
62 }
```

```
36 void readFile(struct Students stu)
37 {
38     FILE *ptr_myfile;
39     int i=0;
40     ptr_myfile=fopen("students.bin","rb");
41     if (!ptr_myfile)
42     {
43         printf("Unable to open file!");
44         return 1;
45     }
46
47     while(1==fread(&stu, sizeof(struct Students), 1, ptr_myfile))
48     {
49         printf("=====Record #d=====\\n",i);
50         printf("ID=%d\\n",stu.id);
51         printf("Name=%s\\n",stu.name);
52         printf("Gender=%c\\n",stu.sex);
53         printf("Score=%f\\n",stu.score);
54         i++;
55     }
56     printf("Write Succesful....!");
57     fclose(ptr_myfile);
58
59 void deleteFile(struct Students stu)
60 {
61     FILE *fp;
62     FILE *fp_tmp;
63     char sname[20];
64     int found=0;
65     fp=fopen("students.bin", "rb");
66     if (!fp) {
67         printf("Unable to open file %s", sname);
68         return -1;
69     }
70     fp_tmp=fopen("tmp.bin", "wb");
71     if (!fp_tmp) {
72         printf("Unable to open file temp file.");
73         return -1;
74     }
75     printf("Input Name to Search=");
76     scanf("%s",sname);
77     while (fread(&stu,sizeof(struct Students),1,fp) != NULL) {
78         if (strcmp (sname, stu.name) == 0) {
79             printf("A record with requested name found and deleted.\\n\\n");
80             found=1;
81         } else {
82             fwrite(&stu, sizeof(struct Students), 1, fp_tmp);
83         }
84     }
85     if (!found) {
86         printf("No record(s) found with the requested name: %s\\n\\n", sname);
87     }
88     fclose(fp);
89     fclose(fp_tmp);
90
91     remove("students.bin");
92     rename("tmp.bin", "students.bin");
93
94 }
95 int main()
96 {
97     int i,n,op;
98
99     struct Students stu;
100 do{ system("cls");
101     printf(">>>> 1. Write\\n");
102     printf(">>>> 2. Read\\n");
```



```

103 printf(">>>> 3. Deleted\n");
104 printf("Choose One=");
105 scanf("%d",&op);
106 switch(op)
107 {
108 case 1:{
109     WriteFile(stu);
110 }break;
111 case 2:{
112     readFile(stu);
113     break;
114 }
115 case 3:{
116     deleteFile(stu);
117     break;
118 }
119 }
120 printf("\nPress Enter to Continue.....!");
121 }while(getch()!='\n');
122 return 0;
123 }
124

```

លទ្ធផលទទួលបាន៖

```

C:\Users\Etec Center\Documents\002.exe
>>>> 1. Write
>>>> 2. Read
>>>> 3. Deleted
Choose One=2
=====Record #0=====
ID=1002
Name=Lim
Gender=M
Score=56.000000
Write Succesful.....!
Press Enter to Continue.....!

```

### លំហាត់អនុវត្ត

ចូរបន្ថែមលើ Menu ពីរខាងក្រោមទៀតទៅលើ code ខាងលើ៖

4. Update
5. Sort
6. Exit



## III. Random Access to File

អ្នកអាចធ្វើការជាមួយនិង file ឬ អាចចល័តស្លូវ Pointer ដើម្បីរំកិលទីតាំងរបស់ file ទៅតាមការចង់បានរបស់អ្នក។

1. `fseek()`: គឺជាប្រភេទ function ដែលមានតួនាទីរំកិលទីតាំងក្នុងការចល័តទិន្នន័យរបស់ file ។

```
fseek( file pointer, displacement, pointer position);
```

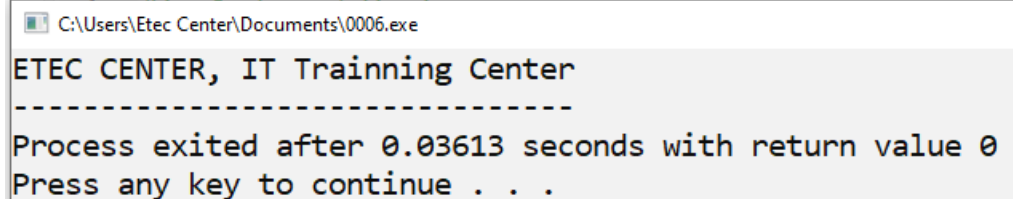
7		
8	Value	pointer position
9	0	Beginning of file.
10	1	Current position
11	2	End of file
12		

ឧទាហរណ៍ ៖

- ❖ `fseek( p,10L,0)`: មានន័យថារំកិលទីតាំង Pointer ពីទីតាំង 0 និង រំលងចំនួន 10 Bytes ពីទីតាំង 0 នៃ p។
- ❖ `fseek( p,5L,1)`: លេខ 1 មានន័យថាលើទីតាំងកំពុងឈរនៅ (current Location) និង រំលង 5 bytes ។
- ❖ `fseek(p,-5L,1)`: មានន័យថា រំកិល Pointer ពីទីតាំងកំពុងនៅ ថយចំនួន 5 bytes។
- ✓ `SEEK_SET(0)`: ទីតាំងចាប់ផ្តើមនៃ files
- ✓ `SEEK_CUR(1)`: ទីតាំងកំពុងតែនៅឈរ
- ✓ `SEEK_END(2)`: ទីតាំងបញ្ចប់

## ឧទាហរណ៍ ១៖

```
1  #include <stdio.h>
2
3  int main () {
4      FILE *fp;
5      char c;
6      fp = fopen("etec001.txt", "w+");
7      fputs("ETEC CENTER, Build your IT Skill", fp);
8
9      fseek( fp, 12, SEEK_SET );
10     fputs(" IT Trainning Center", fp);
11     fclose(fp);
12
13     //Read file
14
15     fp = fopen("etec001.txt", "r");
16     while(1) {
17         c = fgetc(fp);
18         if( feof(fp) ) {
19             break;
20         }
21         printf("%c", c);
22     }
23     fclose(fp);
24
25     return(0);
26 }
```



2. ftell(): ប្រើសំរាប់ប្រាប់ទំហំទំនងមូលរបស់ file ដែលចាប់ពីទីតាំង currents ទៅ ។
3. rewind(): ប្រើប្រាស់សំរាប់រក្សាទីតាំង Pointer មកទីតាំងដើមវិញ។

=====The END=====

Good Luck...!