



C Online
Compiler

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main.c

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 #define MAX_RECORD_SIZE 100
6
7 // Block structure
8 typedef struct Block {
9     char data[MAX_RECORD_SIZE]; // Data in the
    block
10    struct Block* next;          // Pointer to
    the next block
11 } Block;
12
13 // File structure: a file contains a linked list
    of blocks
14 typedef struct File {
15     Block* first; // Pointer to the first block
```

Output

Clear

Reading the entire file:
Reading Block: Block 1: This is the first block.
Reading Block: Block 2: This is the second block.
Reading Block: Block 3: This is the third block.
Reading Block: Block 4: This is the fourth block.



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Run

Output

Clear

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 #define MAX_BLOCKS 5
6 #define MAX_RECORD_SIZE 100
7
8 // Structure to simulate a file block
9 typedef struct {
10     char data[MAX_RECORD_SIZE];
11 } FileBlock;
12
13 // Structure for the file with index block
14 typedef struct {
15     FileBlock* blocks[MAX_BLOCKS];
16     int block_count;
17 } File;
18
```

Reading all blocks sequentially:
Reading Block 0: Block 1: This is the first block.
Reading Block 1: Block 2: This is the second block.
Reading Block 2: Block 3: This is the third block.
Reading Block 3: Block 4: This is the fourth block.