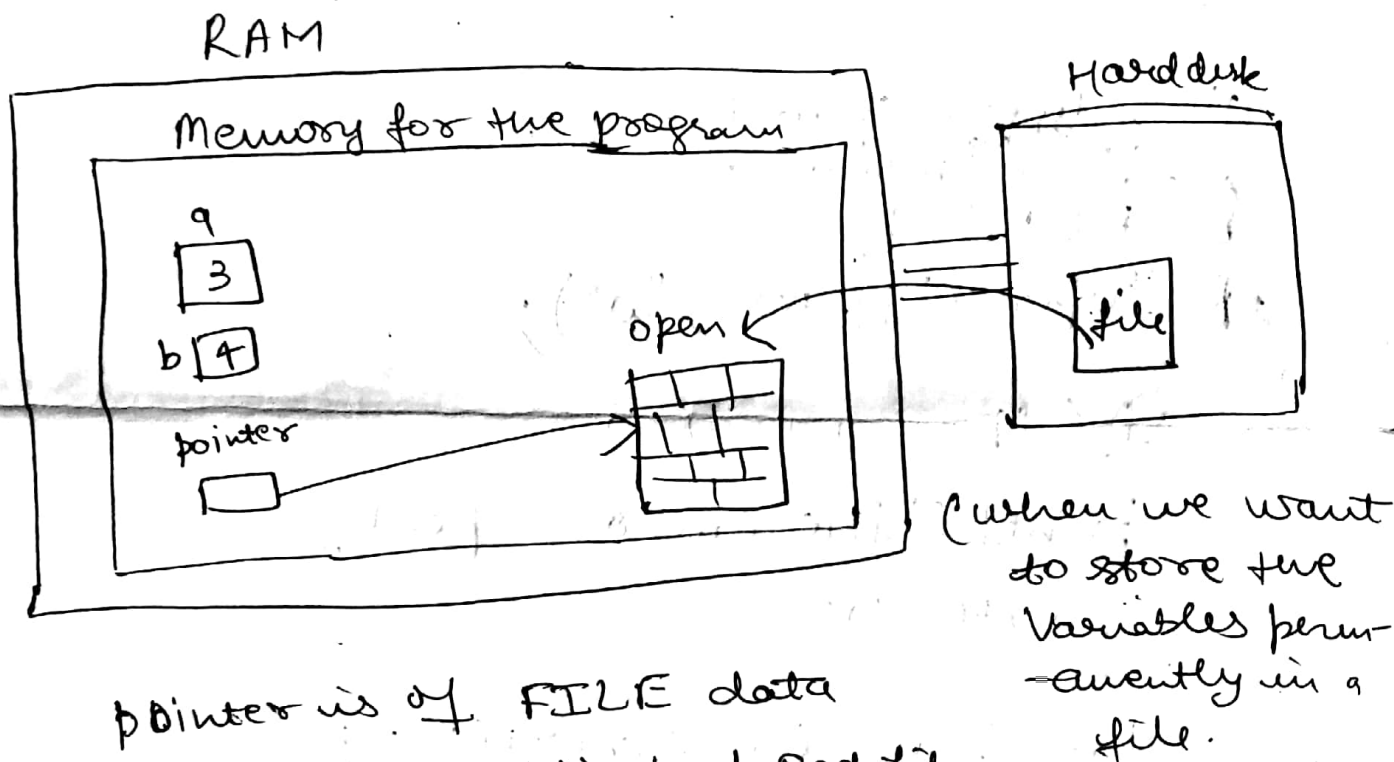
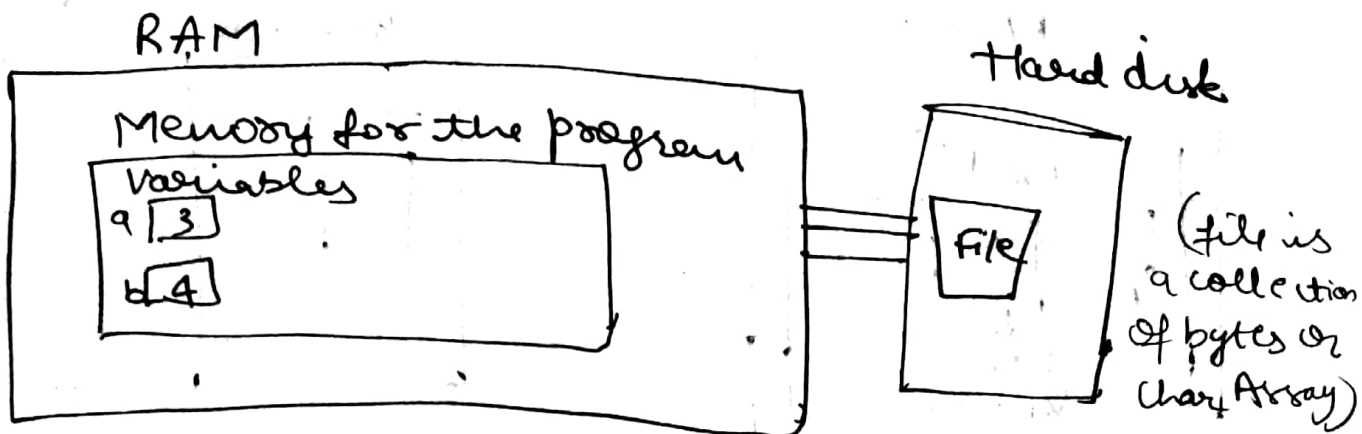


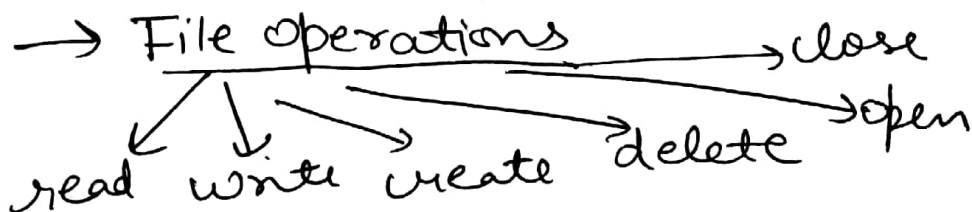
→ File Handling in C



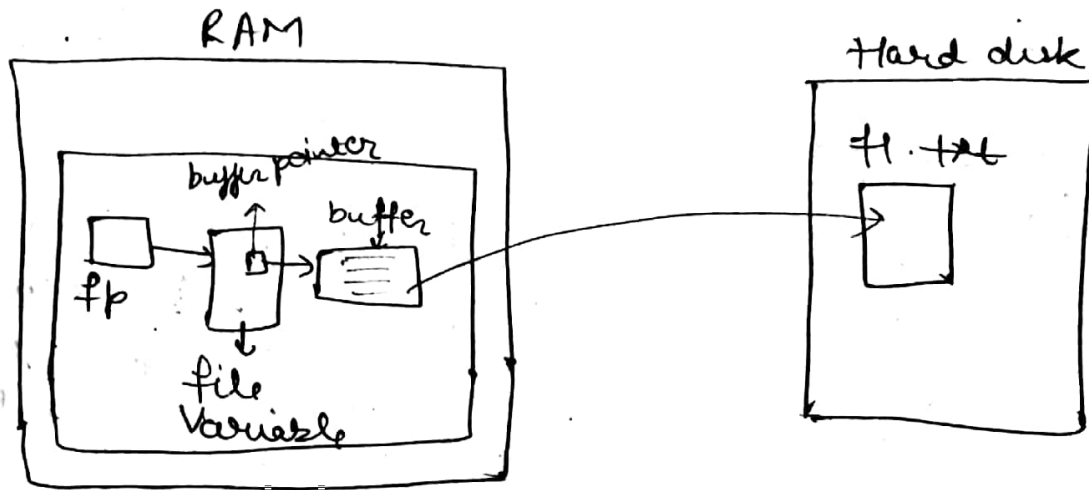
pointer is of FILE data
which is in stdio.h head file.

FILE *fp;

→ File Handling — Enables us to create, update, read, write, delete files stored on the local file system through our C programs



→ WAP to write helloworld in a file.



```
#include <stdio.h>
int main()
{
    char s[] = "hello world";
    FILE * fp;
```

```
fp = fopen("fl.txt", "w");
```

```
if (fp == NULL)
```

```
{
    printf("file cannot open");
```

```
    exit(1);
}
```

```
for (i = 0; i < strlen(s); i++)
```

```
{
    fputc(s[i], fp);
```

```
}
```

```
fclose(fp);
```

```
getch();
```

```
}
```

WAP to take String from user and write it into a file.

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

```
int main ()
```

```
{ int i;
```

```
FILE *fp;
```

```
char s[100];
```

```
fp = fopen("f1.txt", "w");
```

```
if (fp == NULL)
```

```
{ printf("file cannot open");
```

```
exit(1);
```

```
}
```

```
printf("enter a string");
```

```
gets(s);
```

```
for (i = 0; i < strlen(s); i++)
```

```
{ fputc(s[i], fp);
```

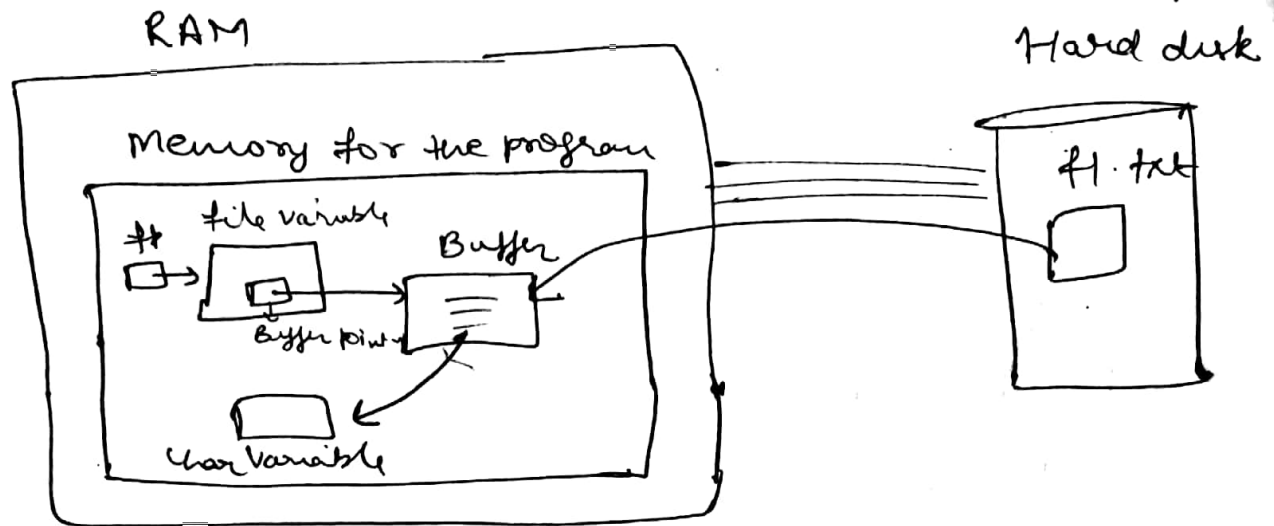
```
getch();
```

```
fclose(fp);
```

```
getch();
```

```
}
```

→ Reading data from a file



→ Reading from a file means -

- Extracting data from a file to our program variables
- This will not remove data from the file.

→ WAP to read content from a file and display on the Screen.

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

```
main()
```

```
{ char ch;
```

```
FILE *fp;
```

```
fp = fopen("f1.txt", "r");
```

```
if (fp == NULL)
```

```
{ printf("file not found");
```

```
exit(1);
```

```
}
```

```

ch = fgetc (fp);
while (!feof(fp))
{
    printf("%c", ch);
    ch = fgetc(fp);
}
fclose(fp);
}

```

→ File functions

- (1) `fputc()` — write character into a file.
- (2) `fgetc()` — read character from a file.
- (3) `fputs()` — write string into a file.
- (4) `fgets()` — read string from a file.
- (5) `fwrite()` — write in a binary mode in a file.
- (6) `fread()` — read in a binary mode in a file.
- (7) `fprintf()` — write formatted output to the specified stream.

eg: - ~~fp~~

`fprintf(fp, "Sum of %d and %d is %d", a, b, c);`

⑧ fscanf() - is used to read formatted content from file.

→ WAP to print the sum of two no.'s in a file.

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

```
main()
```

```
{ FILE *fp;
```

```
int a, b;
```

```
fp = fopen("f1.txt", "w");
```

```
printf("enter two numbers");
```

```
scanf("%d %d", &a, &b);
```

```
fprintf(fp, "Sum of %d and %d is %d", a, b, a+b);
```

```
fclose(fp);
```

```
}
```

~~END~~

WAP to read three numbers from file and print it on the screen (4)

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

```
main()
```

```
{ FILE *fp;
```

```
  int a, b, c;
```

```
  fp = fopen("f1.txt", "r");
```

```
  fscanf(fp, "%d %d %d", &a, &b, &c);
```

```
  printf("numbers are %d %d %d", a, b, c);
```

```
  fclose(fp);
```

```
}
```

→ WAP to read numbers from file and print average of them.

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

```
main()
```

```
{ FILE *fp;
```

```
  int a, b, c; sum = 0;
```

```
  float avg;
```

```
  fp = fopen("f1.txt", "r");
```

```
  fscanf(fp, "%d %d %d", &a, &b, &c);
```

```
  sum = a + b + c;
```

```
  printf("Sum is %d", sum);
```

```
  avg = sum / 3;
```

```
  printf("Average is %f", avg);
```

$f_{close}(7p);$
 $\{$