



# PROGRAMMING METHODOLOGY (PHƯƠNG PHÁP LẬP TRÌNH)

---

## UNIT 15: File Processing

# Acknowledgement

- The contents of these slides have origin from School of Computing, National University of Singapore.
- We greatly appreciate support from Mr. Aaron Tan Tuck Choy for kindly sharing these materials.

# Policies for students

- These contents are only used for students PERSONALLY.
- Students are NOT allowed to modify or deliver these contents to anywhere or anyone for any purpose.

# Recording of modifications

- Currently, there are no modification on these contents.

# Unit 15: File Processing

## Objectives:

- Understand the concepts of file I/O
- Learn about functions to read and write text files

## Reference:

- Chapter 3, Lessons 3.3 – 3.4
- Chapter 7, Lesson 7.4

# Unit 15: File Processing

1. Introduction
2. Demo: Sum Array
3. Opening File and File Modes
4. Closing File
5. I/O Functions to Read and Write
  - 5.1 Formatted I/O
  - 5.2 Detecting End of File & Errors
  - 5.3 Character I/O
  - 5.4 Line I/O

# 1. Introduction (1/4)

- Problems on arrays usually involve a lot of data, so it is impractical to enter the data through the keyboard.
- We have been using the UNIX input file redirection < to redirect data from a text file. Eg: **a.out < data1**
- However, that is not a C mechanism. C provides functions to handle file input/output (I/O).
- We will focus on these basic file I/O functions on text files:

fopen()  
fclose()  
fscanf()  
fprintf()

# 1. Introduction (2/4)

- In C, input/output is done based on the concept of a **stream**
- A stream can be a file or a consumer/producer of data



Monitor



Keyboard



Hard disk



Network port



Printer

# 1. Introduction (3/4)

- A stream is accessed using **file pointer** variable of type **FILE \***
- The I/O functions/macros are defined in **stdio.h**
- Two types of streams: **text** and **binary**
- We will focus on **text stream**:
  - Consists of a sequence of characters organized into lines
  - Each line contains 0 or more characters followed by a newline character '**\n**'
  - Text streams stored in files can be viewed/edited easily using a text editor like vim

# 1. Introduction (4/4)

- 3 standard streams are predefined:
  - `stdin` points to a default input stream (keyboard)
  - `stdout` points to a default output stream (screen)
  - `stderr` points to a default output stream for error messages (screen)
- `printf()` writes output to `stdout`
- `scanf()` reads input from `stdin`
- The 3 standard streams do not need to be declared, opened, and closed
- There are 2 useful constants in file processing
  - `NULL`: null pointer constant
  - `EOF`: used to represent end of file or error condition



Note that null pointer **NULL** is  
**not** the null character '`\0`' !

## 2. Demo: Sum Array (1/6)

Unit15\_SumArray.c

```
#include <stdio.h>
#define MAX 10 // maximum number of elements

int scanPrices(float []);
float sumPrices(float [], int);
void printResult(float);

int main(void) {
    float prices[MAX];
    int size = scanPrices(prices);
    printResult(sumPrices(prices, size));
    return 0;
}

// Compute sum of elements in arr
float sumPrices(float arr[], int size) {
    float sum = 0.0;
    int i;
    for (i=0; i<size; i++)
        sum += arr[i];
    return sum;
}
```

## 2. Demo: Sum Array (2/6)

Unit15\_SumArray.c

```
// Read number of prices and prices into array arr.  
// Return number of prices read.  
int scanPrices(float arr[]) {  
    int size, i;  
  
    printf("Enter number of prices: ");  
    scanf("%d", &size);  
  
    printf("Enter prices:\n");  
    for (i=0; i<size; i++)  
        scanf("%f", &arr[i]);  
  
    return size;  
}  
  
// Print the total price  
void printResult(float total_price) {  
    printf("Total price = $%.2f\n", total_price);  
}
```

## 2. Demo: Sum Array (3/6)

```
#include <stdio.h>
#define MAX 10 // maximum number of elements

int scanPrices(float []);
float sumPrices(float [], int);
void printResult(float);

int main(void) {
    float prices[MAX];
    int size = scanPrices(prices);
    printResult(sumPrices(prices, size));
    return 0;
}

// Compute sum of elements in arr
float sumPrices(float arr[], int size) {
    float sum = 0.0;
    int i;
    for (i=0; i<size; i++)
        sum += arr[i];
    return sum;
}
```

Unit15\_SumArray\_with\_Files.c

No difference from  
Unit15\_SumArray.c !

## 2. Demo: Sum Array (4/6)

Unit15\_SumArray\_with\_Files.c

```
// Read number of prices and prices into array arr.  
// Return number of prices read.  
int scanPrices(float arr[]) {  
    FILE *infile;  
    int size, i;  
  
    infile = fopen("prices.in", "r"); // open file for reading  
    fscanf(infile, "%d", &size);  
  
    for (i=0; i<size; i++) fscanf(infile, "%f", &arr[i]);  
  
    fclose(infile);  
    return size;  
}  
  
// Print the total price  
void printResult(float total_price) {  
    FILE *outfile;  
    outfile = fopen("prices.out", "w"); // open file for writing  
    fprintf(outfile, "Total price = $%.2f\n", total_price);  
    fclose(outfile);  
}
```

## 2. Demo: Compare Input Functions (5/6)

```
int scanPrices(float arr[]) {  
    int size, i;  
  
    printf("Enter number of prices: ");  
    scanf("%d", &size);  
  
    printf("Enter prices:\n");  
    for (i=0; i<size; i++)  
        scanf("%f", &arr[i]);  
  
    return size;  
}
```

Unit15\_SumArray.c

```
int scanPrices(float arr[]) {  
    FILE *infile;  
    int size, i;  
  
    infile = fopen("prices.in", "r");  
    fscanf(infile, "%d", &size);  
  
    for (i=0; i<size; i++)  
        fscanf(infile, "%f", &arr[i]);  
  
    fclose(infile);  
    return size;  
}
```

Unit15\_SumArray\_with\_Files.c

Note that when we use an input file, prompts for interactive input become unnecessary.

## 2. Demo: Compare Output Functions (6/6)

Unit15\_SumArray.c

```
void printResult(float total_price) {  
    printf("Total price = $%.2f\n", total_price);  
}
```

```
void printResult(float total_price) {  
    FILE *outfile;  
  
    outfile = fopen("prices.out", "w");  
    fprintf(outfile, "Total price = $%.2f\n", total_price);  
  
    fclose(outfile);  
}
```

Unit15\_SumArray\_with\_Files.c

### 3. Opening File and File Modes (1/2)

- Prototype:

```
FILE *fopen(const char *filename, const char *mode)
```

- Returns **NULL** if error; otherwise, returns a pointer of **FILE** type
- Possible errors: non-existent file (for input), or no permission to open the file
- **File mode** for text files (we will focus only on “r” and “w”):

Mode	Meaning
“r”	Open for reading ( <b>file must already exist</b> )
“w”	Open for writing (file needs not exist; <b>if exists, old data are overwritten</b> )
“a”	Open for appending (file needs not exist)
“r+”	Open for reading and writing, starting at beginning
“w+”	Open for reading and writing (truncate if file exists)
“a+”	Open for reading and writing (append if file exists)

### 3. Opening File and File Modes (2/2)

- To ensure a file is opened properly, we may add a check.  
Example:

```
int scanPrices(float arr[]) {  
    FILE *infile;  
    int size, i;  
    if ((infile = fopen("prices.in", "r")) == NULL) {  
        printf("Cannot open file \"prices.in\"\n");  
        exit(1);  
    }  
    . . .  
}
```

- Function `exit(n)` terminates the program immediately, passing the value *n* to the operating system. Putting different values for *n* at different `exit()` statements allows us to trace where the program terminates. *n* is typically a positive integer (as 0 means good run)
- To use the `exit()` function, need to include `<stdlib.h>`.

## 4. Closing File

- Prototype:

```
int *fclose(FILE *fp)
```

- Allows a file that is no longer used to be closed
- Returns **EOF** if error is detected; otherwise, returns 0
- It is good practice to close a file after use

# 5. I/O Functions to Read and Write

- Formatted I/O: **fprintf**, **fscanf**
  - Uses **format strings** to control conversion between character and numeric data
- Character I/O: **fputc**, **putc**, **putchar**, **fgetc**, **getc**, **getchar**, **ungetc**
  - Reads and writes single characters
- Line I/O: **fputs**, **puts**, **fgets**, **gets**
  - Reads and writes lines
  - Used mostly for text streams
- Block I/O: **fread**, **fwrite**
  - Used mostly for binary streams ← we won't cover this

# 5.1 Formatted I/O (1/4)

- Uses **format strings** to control conversion between character and numeric data
  - **fprintf**: converts numeric data to character form and writes to an output stream
  - **fscanf**: reads and converts character data from an input stream to numeric form
- Both **fprintf** and **fscanf** functions can have variable numbers of arguments
- Example:

```
float weight, height;
FILE *fp1, *fp2;
...
fscanf(fp1, "%f %f", &weight, &height);
fprintf(fp2, "Wt: %f, Ht: %f\n", weight, height);
```

## 5.1 Formatted I/O (2/4)

- **fprintf** returns a negative value if an error occurs; otherwise, returns the number of characters written
- **fscanf** returns **EOF** if an input failure occurs before any data items can be read; otherwise, returns the number of data items that were read and stored

<b>printf(" ... ");</b>	=	<b>fprintf(stdout, " ... ");</b>
-------------------------	---	----------------------------------

<b>scanf(" ... ");</b>	=	<b>fscanf(stdin, " ... ");</b>
------------------------	---	--------------------------------

# 5.1 Formatted I/O (3/4)

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

```
int main(void) {
    FILE *infile, *outfile;
    char x;
    int y;
    float z;
```

Unit15\_Formatted\_IO.c

File "formatted.in":  
10 20 30

What's the output in "formatted.out"?

Data read: 1 0 20.00

```
infile = fopen("formatted.in", "r");
outfile = fopen("formatted.out", "w");
```

```
fscanf(infile, "%c %d %f", &x, &y, &z);
fprintf(outfile, "Data read: %c %d %.2f\n", x, y, z);
```

```
fclose(infile);
fclose(outfile);
return 0;
}
```

# 5.1 Formatted I/O (4/4)

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

int main(void) {
    . . .

    if ((infile = fopen("formatted.in", "r")) == NULL) {
        printf("Cannot open file \"formatted.in\"\n");
        exit(1);
    }
    if ((outfile = fopen("formatted.out", "w")) == NULL) {
        printf("Cannot open file \"formatted.out\"\n");
        exit(2);
    }
    . . .
}
```

Unit15\_Formatted\_IO\_v2.c

To use exit()

Check if file can be opened.

Use different exit values for debugging purpose.

It is better to check that the files can be opened.

## 5.2 Detecting End of File & Errors (1/2)

- Each stream is associated with two indicators: **error indicator** & **end-of-file (EOF) indicator**
  - Both indicators are cleared when the stream is opened
  - Encountering end-of-file sets end-of-file indicator
  - Encountering read/write error sets error indicator
  - An indicator once set remains set until it is explicitly cleared by calling **clearerr** or some other library function
- **f.eof()** returns a non-zero value if the end-of-file indicator is set; otherwise returns 0
- **f.error()** returns a non-zero value if the error indicator is set; otherwise returns 0
- Need to include <stdio.h>

## 5.2 Detecting End of File & Errors (2/2)

- Caution on using **feof()**

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

int main(void) {
    . . .
    while (!feof(infile)) {
        fscanf(infile, "%d", &num);
        printf("Value read: %d\n", num);
    }
    . . .
}
```

Unit15\_feof.c

Input file “feof.in”

10 20 30

Output:

Value read: 10  
Value read: 20  
Value read: 30  
Value read: 30

Why does the last line appear twice?

To be discussed in discussion session.

(Hint: <http://www.gidnetwork.com/b-58.html>)

## 5.3 Character I/O: Output (1/4)

- Functions: **fputc()**, **putchar()**

```
int ch = 'A';
FILE *fp;

putchar(ch); // writes ch to stdout

fp = fopen( ... );
fputc(ch, fp); // writes ch to fp
```

- **fputc()** and **putchar()** return EOF if a write error occurs; otherwise, they return character written

## 5.3 Character I/O: Input (2/4)

- Functions: **fgetc()**, **getchar()**, **ungetc()**

```
int ch;  
FILE *fp;  
  
ch = getchar() // reads a char from stdin  
  
fp = fopen( ... );  
ch = fgetc(fp); // reads a char from fp
```

- **fgetc()** and **getchar()** return EOF if a read error occurs or end of file is reached; otherwise, they return character read
  - Need to call either **feof()** or **ferror()** to distinguish the 2 cases

## 5.3 Character I/O: ungetc (3/4)

- **ungetc()** pushes back a character read from a stream and returns the character it pushes back
- Example: Read a sequence of digits and stop at the first non-digit

```
int ch;
FILE *fp = fopen( ... );

while (isdigit(ch = getc(fp))) {
    // process digit read
    . . .
}
ungetc(ch, fp); // pushes back last char read
```

**isdigit(ch)** is a function to check whether **ch** contains a digit character; it returns 1 if so, or 0 otherwise.

# 5.3 Character I/O: Demo Copy File (4/4)

Unit15\_CopyFile.c

```
int copyFile(char sourcefile[], char destfile[]) {
    FILE *sfp, *dfp;
    int ch;

    if ((sfp = fopen(sourcefile, "r")) == NULL)
        exit(1); // error - can't open source file
    if ((dfp = fopen(destfile, "w")) == NULL) {
        fclose(sfp); // close source file
        exit(2); // error - can't open destination file
    }
    while ((ch = fgetc(sfp)) != EOF) {
        if (fputc(ch, dfp) == EOF) {
            fclose(sfp); fclose(dfp);
            exit(3); // error - can't write to file
        }
    }
    fclose(sfp); fclose(dfp);
    return 0;
}
```

## 5.4 Line I/O: Output (1/6)

- Functions: **fputs()**, **puts()**

```
FILE *fp;

// writes to stdout with newline character appended
puts("Hello world!");

fp = fopen( ... );
// writes to fp without newline character appended
fputs("Hello world!", fp);
```

- **fputs()** and **puts()** return **EOF** if a write error occurs; otherwise, they return a non-negative number

## 5.4 Line I/O: Input (2/6)

- Functions: **fgets()**, **gets()**

```
char s[100];  
FILE *fp;  
  
gets(s); // reads a line from stdin  
  
fp = fopen( ... );  
fgets(s, 100, fp); // reads a line from fp
```

- **fgets()** and **gets()** store a null character at the end of the string
- **fgets()** and **gets()** return a null pointer if a read error occurs or end-of-file is encountered before storing any character; otherwise, return first argument
- Avoid using **gets()** due to security issue

## 5.4 Line I/O: fgets() (3/6)

- Prototype:  
**char \*fgets(char \*s, int n, FILE \*fp)**
  - *s* is a pointer to the beginning of a character array
  - *n* is a count
  - *fp* is an input stream
- Characters are read from the input stream *fp* into *s* until
  - a newline character is seen,
  - end-of-file is reached, or
  - *n* – 1 characters have been read without encountering newline character or end-of-file
- If the input was terminated because of a newline character, the newline character will be stored in the array before the terminating null character ('\0')

## 5.4 Line I/O: fgets() (4/6)

- If end-of-file is encountered before any characters have been read from the stream,
  - **fgets()** returns a null pointer
  - The contents of the array s are unchanged
- If a read error is encountered,
  - **fgets()** returns a null pointer
  - The contents of the array s are indeterminate
- Whenever **NULL** is returned, **feof** or **ferror** should be used to determine the status

## 5.4 Line I/O: Demo Counting Lines (5/6)

- Write a function that takes as input the name of a text file and returns the number of lines in the input file.
- If an error occurs, the function should return a negative number.
- Assume that the length of each line in the file is at most 80 characters.

## 5.4 Line I/O: Demo Counting Lines (6/6)

Unit15\_CountLines.c

```
#define MAX_LINE_LENGTH 80
int countLines(char filename[]) {
    FILE *fp;
    int count = 0;
    char s[MAX_LINE_LENGTH+1];

    if ((fp = fopen(filename, "r")) == NULL)
        return -1; // error

    while (fgets(s, MAX_LINE_LENGTH+1, fp) != NULL)
        count++;

    if (!feof(fp)) // read error encountered
        count = -1;

    fclose(fp);
    return count;
}
```

# Summary

- In this unit, you have learned about
  - How to open text files for reading or writing
  - How to read input from text files
  - How to write output to text files

End of File