

```
include <stdio.h>

#include <stdlib.h>

void createFile() {

FILE *file;

char fileName[100];

printf("Enter the name of the file: ");

scanf("%s", fileName);

file = fopen(fileName, "w");

if (file == NULL) {

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

return;

}

printf("File created successfully.\n");

fclose(file);

}

void writeFile() {

FILE *file;

char fileName[100];

char content[1000];

printf("Enter the name of the file: ");

scanf("%s", fileName);

file = fopen(fileName, "a");

if (file == NULL) {

printf("Error opening file.\n");

return;

}

printf("Enter the content to write (max 1000 characters):\n");
```

```
scanf(" %[\n]", content);

fprintf(file, "%s\n", content);

printf("Content written to the file.\n");

fclose(file);

}

void readFile() {

FILE *file;

char fileName[100];

char content[1000];

printf("Enter the name of the file: ");

scanf("%s", fileName);

file = fopen(fileName, "r");

if (file == NULL) {

printf("Error opening file.\n");

return;

}

printf("File content:\n");

while (fgets(content, sizeof(content), file) != NULL) {

printf("%s", content);

}

fclose(file);

}

void deleteFile() {

char fileName[100];

printf("Enter the name of the file: ");

scanf("%s", fileName);

if (remove(fileName) == 0) {
```

```
printf("File deleted successfully.\n");

} else {

printf("Error deleting file.\n");

}

}

int main() {

int choice;

printf("File Management System\n");

while (1) {

printf("\nSelect an option:\n");

printf("1. Create a File\n");

printf("2. Write to a File\n");

printf("3. Read a File\n");

printf("4. Delete a 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:

deleteFile();

break;

case 5:

printf("Thank you for using the file management system. Goodbye!\n");

return 0;

default:

printf("Invalid choice. Please try again.\n");

break;

}

}

return 0;

}