SINGLE LEVEL DIRECTORY

```c
#include <stdio.h>
#include <string.h>
struct {
    char fname[20];
} dir[10];
int main() {
    int n=0, choice, i;
    char name[20];
    while(1) {
        printf("\n1. Create File\n2. Delete File\n3. List Files\n4. Exit\nChoice: ");
        scanf("%d",&choice);
        switch(choice) {
            case 1:
                printf("Enter file name: ");
                scanf("%s",name);
                strcpy(dir[n++].fname, name);
                break;
            case 2:
                printf("Enter file name: ");
                scanf("%s",name);
                for(i=0;i<n;i++) {
                    if(strcmp(dir[i].fname,name)==0) {
                        strcpy(dir[i].fname,dir[n-1].fname);
                        n--;
                        printf("File deleted.\n");
                        break;
                    }
                }
                break;
```

```c
        case 3:
            printf("Files:\n");
            for(i=0;i<n;i++) printf("%s\n",dir[i].fname);
            break;
        case 4: return 0;
    }
  }
}
```