EXP -15 :-

PROGRAM :-

```c
#include <stdio.h>

#include <string.h>

#define MAX_FILES 5

#define NAME_LEN 50

typedef struct {

    char name[NAME_LEN];

    char files[MAX_FILES][NAME_LEN];

    int fileCount;

} Directory;

void createDirectory(Directory *dir, const char *name) {

    strcpy(dir->name, name);

    dir->fileCount = 0;

}

void addFile(Directory *dir, const char *fileName) {

    if (dir->fileCount < MAX_FILES)

        strcpy(dir->files[dir->fileCount++], fileName);

}

void displayDirectory(const Directory *dir) {

    printf("Directory: %s\n", dir->name);

    for (int i = 0; i < dir->fileCount; i++)

        printf("  File: %s\n", dir->files[i]);

}

int main() {

    Directory doc, pic;

    createDirectory(&doc, "Documents");

    createDirectory(&pic, "Pictures");

    addFile(&doc, "Resume.docx");

    addFile(&doc, "CoverLetter.docx");

    addFile(&pic, "Vacation.jpg");
```

```
    displayDirectory(&doc);

    displayDirectory(&pic);

    return 0;

}
```

OUTPUT :-

```
Directory: Documents
   File: Resume.docx
   File: CoverLetter.docx
Directory: Pictures
   File: Vacation.jpg


=== Code Execution Successful ===
```