
8. Simulate all File Organization Techniques a) Single Level Directory b) Two-Level Directory

```
#include <stdio.h>
#include <conio.h>
#include <string.h>
#include <stdlib.h>
struct
{
char dname[10], fname[10][10]; int fcnt;
} dir;
int main()
{
int i, ch; char
f[30];
dir.fcnt = 0;
printf("\nEnter name of directory -- ");
scanf("%s", dir.dname);
while (1)
{
printf("\n\n1. Create File\t2. Delete File\t3. Search File \n4. Display Files\t5.Exit\nEnter your
choice-- ");
scanf("%d", &ch); switch (ch)
{
case 1:
printf("\nEnter the name of the file -- ");
scanf("%s", dir.fname[dir.fcnt]);
dir.fcnt++;
break;
case 2:
printf("\nEnter the name of the file -- ");
scanf("%s", f);
for (i = 0; i < dir.fcnt; i++)
{
if (strcmp(f, dir.fname[i]) == 0)
{
printf("File %s is deleted ", f);
strcpy(dir.fname[i], dir.fname[dir.fcnt - 1]);
break;
}
}
```

```

}

if (i == dir.fcnt)
printf("File %s not found", f);
else
dir.fcnt--;
break;
case 3:
printf("\nEnter the name of the file -- ");
scanf("%s", f);
for (i = 0; i < dir.fcnt; i++)
{
if (strcmp(f, dir.fname[i]) == 0)
{
printf("File %s is found ", f);
break;
}
}
if (i == dir.fcnt)
printf("File %s not found", f); break;
case 4:
if (dir.fcnt == 0)
printf("\nDirectory Empty");
else
{
printf("\nThe Files are -- ");
for (i = 0; i < dir.fcnt; i++)
printf("\t%s", dir.fname[i]);
}
break;
default: exit(0);
}
}
getch();
}

```