

File IO Part III

fread, fwrite, feof



fwrite and fread

- **fread** and **fwrite** are binary file reading and writing functions
 - Prototypes are found in `stdio.h`

- Generic Form:

```
int fwrite (void *buf, int size, int count, FILE *fp) ;  
int fread  (void *buf, int size, int count, FILE *fp) ;
```

- **buf**: is a pointer to the region in memory to be written/read
 - It can be a pointer to anything (more on this later)
 - **size**: the **size** in bytes of each individual data item
 - **count**: the number of data items to be written/read
- For example a 100 element array of integers
 - `fwrite(buf, sizeof(int), 100, fp);`
- The **fwrite** & **fread** returns the number of items actually written (read).



fwrite and fread

- Testing for errors:

```
if ((fwrite(buf,size,count,fp)) != count)
    fprintf(stderr, "Error writing to file.");
```

- Writing a single double variable x to a file:

```
fwrite (&x, sizeof(double), 1, fp) ;
```

- This writes the double x to the file in raw binary format
 - i.e., it simply writes the internal machine format of x

- Writing an array text[50] of 50 characters can be done by:

- fwrite (text, sizeof(char), 50, fp) ;

or

- fwrite (text, sizeof(text), 1, fp); /* text must be a local array name */

- fread and fwrite are more efficient than fscanf and fprintf



A Sample program to show fread & fwrite

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

int main()
{
    int numb=50;
    char Name[]="sarava";
    FILE *ptr=fopen("ha.dat","w");
    fwrite(Name,sizeof(char),strlen(Name)+1,ptr);
    fwrite(&numb,sizeof(int),1,ptr);
    fclose(ptr);

    int tempnumb;
    char tempName[7];
    ptr=fopen("ha.dat","r");
    fread(tempName,sizeof(char),strlen(Name)+1,ptr);
    fread(&tempnumb,sizeof(int),1,ptr);
    fclose(ptr);

    printf("tempName = %s , tempnumb = %d",tempName,tempnumb);

    return 0;
}
```

program output

```
tempName = sarava , tempnumb = 50
```



Program to show the use of fread & fwrite with structures

```
// C program for writing
// struct to file
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
// a struct to read and write
struct person
{
    int id;
    char fname[20];
    char lname[20];
};
```



Cont..

```
int main ()
{
    FILE *outfile, *infile;
    int f=0,d=0;
    // open file for writing
    outfile = fopen ("person.dat", "w");
    if (outfile == NULL)
    {
        fprintf(stderr, "\nError in file\n");
        exit (1);
    }
    struct person input1 = {1, "Rohit", "Sharma"};
    struct person input2 = {2, "Mahindra", "Dhoni"};
```



Cont....

```
// write struct to file
f=fwrite (&input1, sizeof(struct person), 1, outfile);
d=fwrite (&input2, sizeof(struct person), 1, outfile);
if((f!= 0) && (d!= 0))
    printf("contents to file written successfully !\n");
else
    printf("error writing file !\n");

// closing file
fclose (outfile);
struct person input;
// Open person.dat for reading
infile = fopen ("person.dat", "r");
```



Cont....

```
    if (infile == NULL)
    {
        fprintf(stderr, "\nError opening file\n");
        exit (1);
    }
    // read file contents till end of file
    while(fread(&input, sizeof(struct person), 1, infile))
        printf ("id = %d name = %s %s\n", input.id, input.fname,
                input.lname);
    // close file
    fclose (infile);
    return 0;
}
```



feof function

The **feof** function can be used to test for an end of file condition.

feof returns : A non-zero value is returned in the case that the end-of-file indicator associated with the FILE is set. Otherwise, zero is returned.

```
#include <stdio.h>

int main()
{
    FILE *ptr=fopen("ha.dat", "w");
    fprintf(ptr, "hajsof");
    fclose(ptr);

    ptr=fopen("ha.dat", "r");
    char a;
    while(1)
    {
        a=getc(ptr);
        if(feof(ptr))
        {
            printf("End of file reached\n");
            break;
        }
        printf("%c\n", a);
    }
    fclose(ptr);
    return 0;
}
```

program output

```
h
a
j
s
o
f
End of file reached
```

