

LINE EDITOR

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

typedef struct node
{
    char line[80];
    struct node* next;
}node;

char fname[20];
FILE* fp;
int cnt,c;
node *first,*last,*first1,*last1;

void create()
{
    char str[80];
    node* temp;

    while(!feof(fp))
    {
        fgets(str,80,fp);

        temp=(node*)malloc(sizeof(node));
        strcpy(temp->line,str);
        temp->next=NULL;

        if(first==NULL)
            first= temp;
        else
            last->next=temp;

        last=temp;
        cnt++;
    }
}
```

```
void createnew()
{
    char str[80];
    node* temp;

    printf("Enter text (. to stop)\n");
    gets(str);

    while(strcmp(str, ".") != 0)
    {
        temp = (node*) malloc(sizeof(node));
        strcpy(temp->line, str);
        temp->next = NULL;

        if(first == NULL)
            first = temp;
        else
            last->next = temp;

        last = temp;
        cnt++;

        gets(str);
    }
}

void save()
{
    node* p;
    fp = fopen(fname, "w");

    p = first;
    while(p != NULL)
    {
        fputs(p->line, fp);
        p = p->next;
    }
    printf("%s saved successfully...\n", fname);

    fclose(fp);
}
```

```
void disppattern(char *str)
{
    node* p;
    int i=1;
    p=first;
    while(p!=NULL)
    {
        if(strstr(p->line,str))
            printf("%d: %s",i,p->line);

        p=p->next;
        i++;
    }
}

node* findnode(int pos)
{
    node* p;
    int i=1;

    p=first;
    while(p!=NULL && i<pos)
    {
        p=p->next;
        i++;
    }
    return p;
}

void printnodes(int m,int n)
{
    node* p;
    int i=0;

    p=findnode(m);
    while(p!=NULL && i<=n-m)
    {
        printf("%d: %s",i+m,p->line);
        i++;
        p=p->next;
    }
    printf("\n");
}
```

```
void insertnodes(int no)
{
    node *temp,*p;
    char str[80];

    first1=last1=NULL;
    c=0;

    printf("Enter text (. to stop)\n");
    gets(str);

    while(strcmp(str,".")!=0)
    {
        temp = (node*)malloc(sizeof(node));
        strcpy(temp->line,str);
        temp->next=NULL;

        if(first1==NULL)
            first1 = temp;
        else
            last1->next = temp;

        last1 = temp;
        c++;

        gets(str);
    }

    if(no==1)
    {
        last1->next=first;
        first=first1;
    }
    else
    {
        p=findnode(no-1);
        last1->next=p->next;
        p->next=first1;
    }

    cnt+=c;
}
```

```
void copynodes(int x,int y)
{
    node *p,*temp;
    c=0;
    first1=last1=NULL;

    p=findnode(x);

    while(p!=NULL && y>=x)
    {
        temp=(node*)malloc(sizeof(node));
        strcpy(temp->line,p->line);
        temp->next=NULL;

        if(first1==NULL)
            first1=temp;
        else
            last1->next=temp;

        last1=temp;
        p=p->next;
        y--;
        c++;
    }
}

void pastenodes(int z)
{
    node* p;

    p=findnode(z-1);

    last1->next=p->next;
    p->next=first1;

    cnt+=c;
}
```

```
void deletenodes(int m,int n)
{
    node *temp,*p;

    if(m==1)
    {
        while(n>0)
        {
            temp=first;
            first=temp->next;
            temp->next=NULL;
            free(temp);
            cnt--;
            n--;
        }
    }
    else
    {
        p=findnode(m-1);

        while(n>=m)
        {
            temp=p->next;
            p->next=temp->next;
            temp->next=NULL;
            free(temp);
            cnt--;
            n--;
        }
    }
}

void movenodes(int x,int y,int z)
{
    copynodes(x,y);
    pastenodes(z);
    deletenodes(x,y);
}
```

```
void main(int argc, char* argv[])
{
    char cmd[20], tok1[5], tok2[5], tok3[5], tok4[5];
    int n, t2, t3, t4;

    strcpy(fname, argv[1]);

    fp=fopen(fname, "r");
    if(fp==NULL)
    {
        printf("File doesn't exist\n");
        createnew();
        printf("\nNumber of lines is %d", cnt);
    }
    else
    {
        printf("\nFile exist");
        create();
        printf("\nNumber of lines is %d", cnt);
        fclose(fp);
    }

    while(1)
    {
        strcpy(tok2, "\0");
        strcpy(tok3, "\0");
        strcpy(tok4, "\0");

        printf("\n\n$ ");

        gets(cmd);

        n=sscanf(cmd, "%s %s %s %s", tok1, tok2, tok3, tok4);

        t2=atoi(tok2);
        t3=atoi(tok3);
        t4=atoi(tok4);
    }
}
```

```
switch(tok1[0])
{
    case 'a': createnew();
                break;
    case 'p': if(t2==0 && t3==0)
                printnodes(1,cnt);
                else
                printnodes(t2,t3);
                break;
    case 's': save();
                break;
    case 'i': insertnodes(t2);
                break;
    case 'd': if(t3==0)
                deletenodes(t2,t2);
                else
                deletenodes(t2,t3);
                break;
    case 'c': if(t4==0)
                {
                    copynodes(t2,t2);
                    pastenodes(t3);
                }
                else
                {
                    copynodes(t2,t3);
                    pastenodes(t4);
                }
                break;
    case 'm': if(t4==0)
                movenodes(t2,t2,t3);
                else
                movenodes(t2,t3,t4);
                break;
    case 'f': disppattern(tok2);
                break;
    case 'q': save();
                exit(0);
    default : printf("\nInvalid choice");
}
}
```