### Lab 10: Pointer, Structure and File

#### **Theory:**

- Define pointer and structure.
- List down different types of file operations in C.

**Question:** 1: Write a C program that uses a pointer and a function to add 10 grace marks to a student's original marks.

```
#include<stdio.h>
#include<conio.h>
void addGraceMarks(int *m);
int main()
{
  int marks;
  printf("Enter the actual marks\n");
  scanf("%d",&marks);
  addGraceMarks(&marks);
  printf("The final marks is:%d",marks);
  getch();
  return 0;
}

void addGraceMarks(int *m)
{
    *m=*m+10;
}
```

## Ouput:

**Question 2**: Write a program in C using pointers to read n array of integers from the user and prints its elements in reverse order.

```
#include<stdio.h>
#include<conio.h>
int main()
{
int arr[100],i,n,*ptr;
```

```
ptr=arr;
printf("Enter number of elements you want to enter");
scanf("%d", &n);

printf("Enter %d elements",n);
for(i=0;i<n;i++)
{
    scanf("%d",(ptr+i));
}

printf("\nThe array elements are");
for(i=0;i<n;i++)
{
    printf("\n%d",*(ptr+i));
}

printf("\nThe array elements in reverse order are");
for(i=n-1;i>=0;i--)
{
    printf("\n%d",*(ptr+i));
}
getch();
return 0;
}
```

**Question: 3:** Create a structure called customer having name, address, balance and accountnumber. Input a record and display its information.

```
#include <stdio.h>
struct customer {
    char name[50];
    char address[100];
    float balance;
    int accountnumber;
};
int main() {
    struct customer c;
    printf("Enter customer name: ");
    gets(c.name);
    printf("Enter address: ");
```

```
gets(c.address);

printf("Enter account number: ");
scanf("%d", &c.accountnumber);

printf("Enter account balance: ");
scanf("%f", &c.balance);

printf("Name : %s\n", c.name);
printf("Address : %s\n", c.address);
printf("Account Number: %d\n", c.accountnumber);
printf("Balance : %.2f\n", c.balance);

return 0;
}
```

**Question:** 4 Create a structure called employee having name, address, salary and age. Input n records of employee and display information of employee whose address is Kathmandu.

**Note:** The dummy variable is used to "eat up" the extra newline character left in the input buffer after scanf, so gets doesn't skip the next input by mistake.

```
#include <stdio.h>
#include <string.h>
#include<conio.h>
#include <ctype.h>
struct employee {
    char name[20];
    char address[20];
    float salary;
    int age;
};
int main() {
    struct employee e[100];
    int i, n;
    char dummy[100];
   printf("Enter how many records you want to enter");
    scanf("%d",&n);
    gets (dummy);
    for (i = 0; i < n; i++) {
```

```
printf("Enter the records of employee %d\n",i+1);
     printf("Enter the name\n");
     gets(e[i].name);
     printf("Enter the address\n");
     gets(e[i].address);
     printf("Enter the salary\n");
     scanf("%f", &e[i].salary);
     printf("Enter the age\n");
     scanf("%d", &e[i].age);
        gets (dummy);
    }
    printf("\n%-20s%-20s%-10s%-5s\n", "Name", "Address",
"Salary", "Age");
     for(i=0;i<n;i++)
          if (strcmp(e[i].address, "kathmandu") == 0)
          {
     printf("\n%s\t%s\t%f\t%d",e[i].name,e[i].address,
               e[i].salary,e[i].age);
          }
     getch();
     return 0;
```

#### **Question: 5**

Write a program in C to add two complex numbers using structure and function.

```
#include <stdio.h>
struct complex {
   float real;
   float imag;
};

struct complex add(struct complex a, struct complex b) {
   struct complex tmp;
   tmp.real = a.real + b.real;
   tmp.imag = a.imag + b.imag;
```

```
return tmp;
}
int main() {
    struct complex num1, num2, result;
   printf("Enter real and imaginary part of first complex
number:\n");
   printf("Real: ");
    scanf("%f", &num1.real);
   printf("Imaginary: ");
    scanf("%f", &num1.imag);
   printf("\nEnter real and imaginary part of second complex
number:\n");
   printf("Real: ");
   scanf("%f", &num2.real);
   printf("Imaginary: ");
    scanf("%f", &num2.imag);
    result = add(num1, num2);
   printf("\nSum of complex numbers = %.2f + %.2fi\n",
result.real, result.imag);
   return 0;
}
```

#### **Question: 6**

Create a structure called student having name, age and rollno. Input a record store it in a file called student.txt and display the information.

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

struct Student {
   char name[50];
   int age;
   int rollno;
};
```

```
int main() {
   struct Student s;
   FILE *fp;
   fp = fopen("student1.txt", "w+");
   if (fp == NULL) {
       printf("File couldn't be opened");
       exit(0);
    }
   printf("Enter student name: ");
   gets(s.name);
   printf("Enter student age: ");
   scanf("%d", &s.age);
   printf("Enter student roll number: ");
    scanf("%d", &s.rollno);
    fprintf(fp, "%s\n%d\n%d\n", s.name, s.age, s.rollno);
    rewind(fp);
    fgets(s.name, sizeof(s.name), fp);
    fscanf(fp, "%d\n%d", &s.age, &s.rollno);
   printf("\nName : %s", s.name);
   printf("Age : %d\n", s.age);
   printf("Roll No: %d\n", s.rollno);
    fclose(fp);
    return 0;
```

### **Question: 7**

Write a program to create a file named "info.txt" and write "Welcome to Ambition" and display it.

```
#include <stdio.h>
#include <stdlib.h>
int main() {
   FILE *fptr;
   char buffer[100];
    fptr = fopen("info.txt", "w+");
    if (fptr == NULL) {
       printf("File cannot be opened.\n");
        exit(1);
    fputs("Welcome to Ambition", fptr);
    rewind(fptr);
    printf("Contents of the file:\n");
    if (fgets(buffer, sizeof(buffer), fptr) != NULL) {
        printf("%s", buffer);
    }
    fclose(fptr);
    return 0;
```

Output

# **Conclusion:**

• What did you learn from the lab?