

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

```
struct block
{
    int n;
    struct block *next;
};
```

```
struct file
{
    char name[10];
    int num;
    struct block *temp,*node;
} a[20];
```

```
void main()
{
    struct block *head[20];
    int n,i,j;
    char nam[10];
    printf("Enter the no. of files: ");
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {
        head[i]=NULL;
        printf("\nEnter the name of file %d: ",i+1);
        scanf("%s",a[i].name);
        printf("Enter the no. of blocks in file %s: ",a[i].name);
        scanf("%d",&a[i].num);
        printf("Enter the blocks in file %s: ",a[i].name);
        for(j=0;j<a[i].num;j++)
        {
            a[i].node=(struct block*)malloc(sizeof(struct block));
            scanf("%d",&a[i].node->n);
            if(head[i]==NULL)
            {
                head[i]=a[i].temp=a[i].node;
                a[i].temp->next=NULL;
            }
            else {
                a[i].temp->next=a[i].node;
                a[i].temp=a[i].temp->next;
                a[i].temp->next=NULL;
            }
        }
    }
    printf("\nEnter the name of file to be searched: ");
    scanf("%s",nam);
    for(i=0;i<n;i++)
        if(strcmp(nam,a[i].name)==0)
            break;
    printf("\nFile Name\tNo. of Blocks\tBlocks Occupied\n");
    printf("%s\t\t%d\t\t",a[i].name,a[i].num);
    a[i].temp=head[i];
    while(a[i].temp!=NULL)
    {
        printf("%d -> ",a[i].temp->n);
        a[i].temp=a[i].temp->next;
    }
    printf("\n");
}
```