

## 7-1 (STRUCTERS)

# include &lt;stdio.h&gt;

# include &lt;string.h&gt;

```
Struct book {  
    int book-id;  
    Char title[50];  
    char Author[50];  
    float price;  
}
```

```
void printbook ( struct book B ) {  
    printf ( " Book id : %d ", b.book-id );  
    printf ( " Author : %s ", b.Author );  
    printf ( " Price %f ", b.price );  
}
```

```
int main () {
```

```
    struct book mybook;
```

```
    mybook.book-id = 101;
```

```
    strcpy ( mybook.title, "C programming" );
```

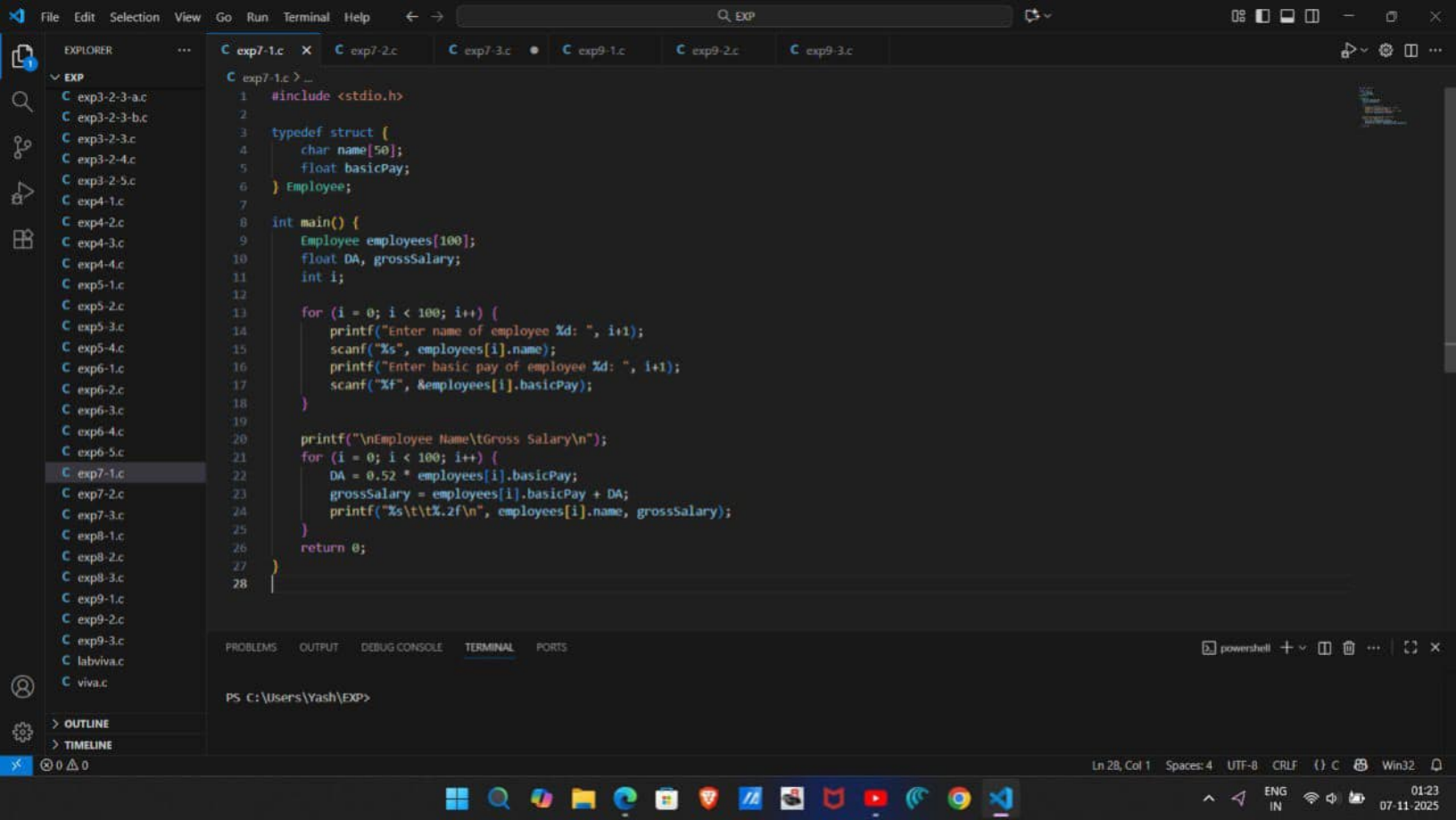
```
    strcpy ( mybook.Author, " Dennis Ritchie" );
```

```
    mybook.price = 29.99;
```

```
    print book details ( mybook );
```

```
    return 0;
```

```
}
```





7-2

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

```
Union Address {
    char name[50] ;
    char name-address[100] ;
    char hostel-address[100] ;
    char city [30] ;
    char state [30] ;
    char zip [30] ;
}
```

```
int main () {
```

```
    Union address present - address ;
```

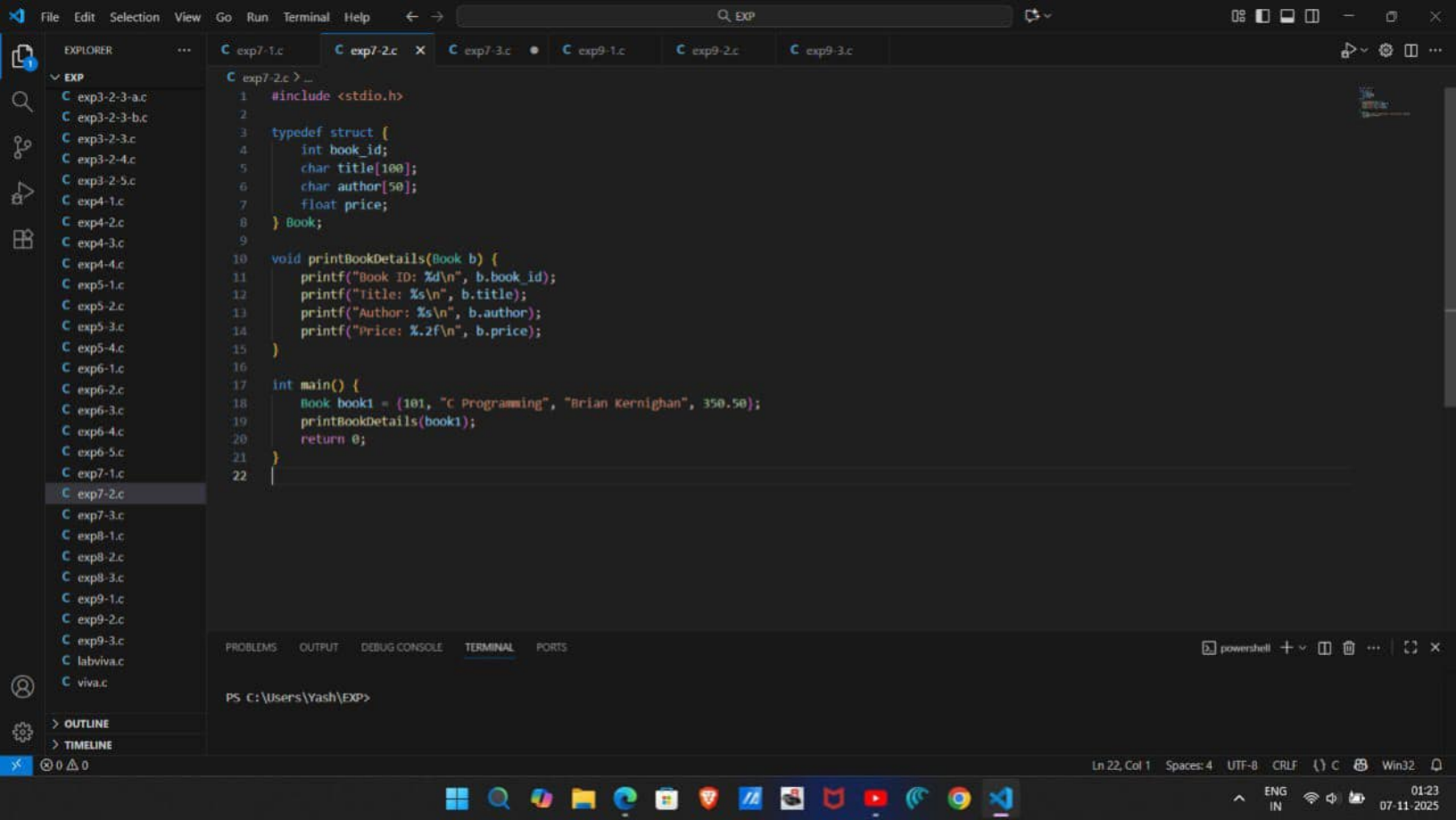
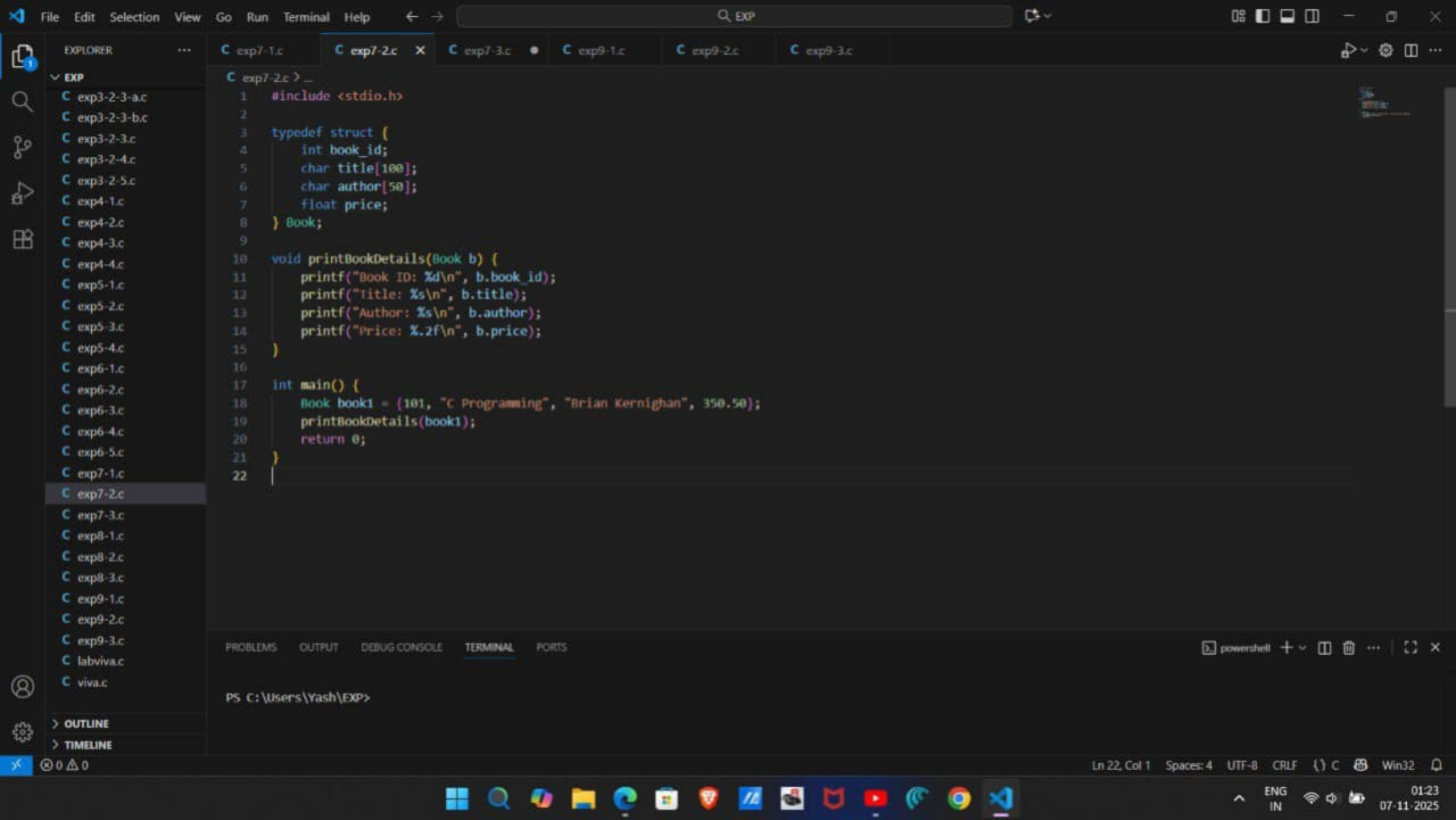
```
    strcpy (present - address, hostel - address,
            "Room 101, Hostel Building A" ) ;
```

```
    printf ("present Address : %s") ;
```

```
    present Address - hostel - address
```

```
    return 0 ;
```

```
}
```





# Experiment 8 (Pointers)

8-1

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

```
int main () {
```

```
    int a = 10 ;
```

```
    float b = 5.5;
```

```
    char c = '2';
```

```
    int *ptr_int = &a ;
```

```
    float *ptr_float = &b ;
```

```
    char *ptr_char = &c ;
```

```
    printf ("Address stored in ptr_int : %p" ,  
            (void*) ptr_int )
```

```
    printf ("Address stored in ptr_char : %p",  
            (void*) ptr_char);
```

```
    printf ("value of b directly : %2f", b);
```

```
    printf ("value of c directly : %c", c);
```

```
    return 0;
```

```
}
```

8\_3

```
#include <stdio.h>
using namespace std;
```

```
void modifying values (int* ptr1, int* ptr2) {
    *ptr1 = 10;
    *ptr2 = 20;
}
```

```
int main() {
    int a = 5, b = 15;
    cout <<
    a = "<< a << "
    b = "<< b << endl;
}
```

```
modifying values (&a, &b);
    cout <<
```

```
a = "<< a << "
```

```
b = "<< b << endl;
```

```
return 0;
```

```
{
```



# Experiment 9 (file Handling)

2-1

```
#include <iostream>
#include <fstream>
```

```
using namespace std;
```

```
int main() {
```

```
    ofstream
```

```
    outfile ("example.txt");
```

```
    if (outfile.is_open()) {
```

```
        outfile <<
```

```
        outfile.close();
```

```
        cout <<
```

```
        << endl;
```

```
    } else {
```

```
        cerr <<
```

```
        << endl;
```

```
        return 1;
```

```
    }
```

```
    while (infile.get(ch)) {
```

```
        cout << ch;
```

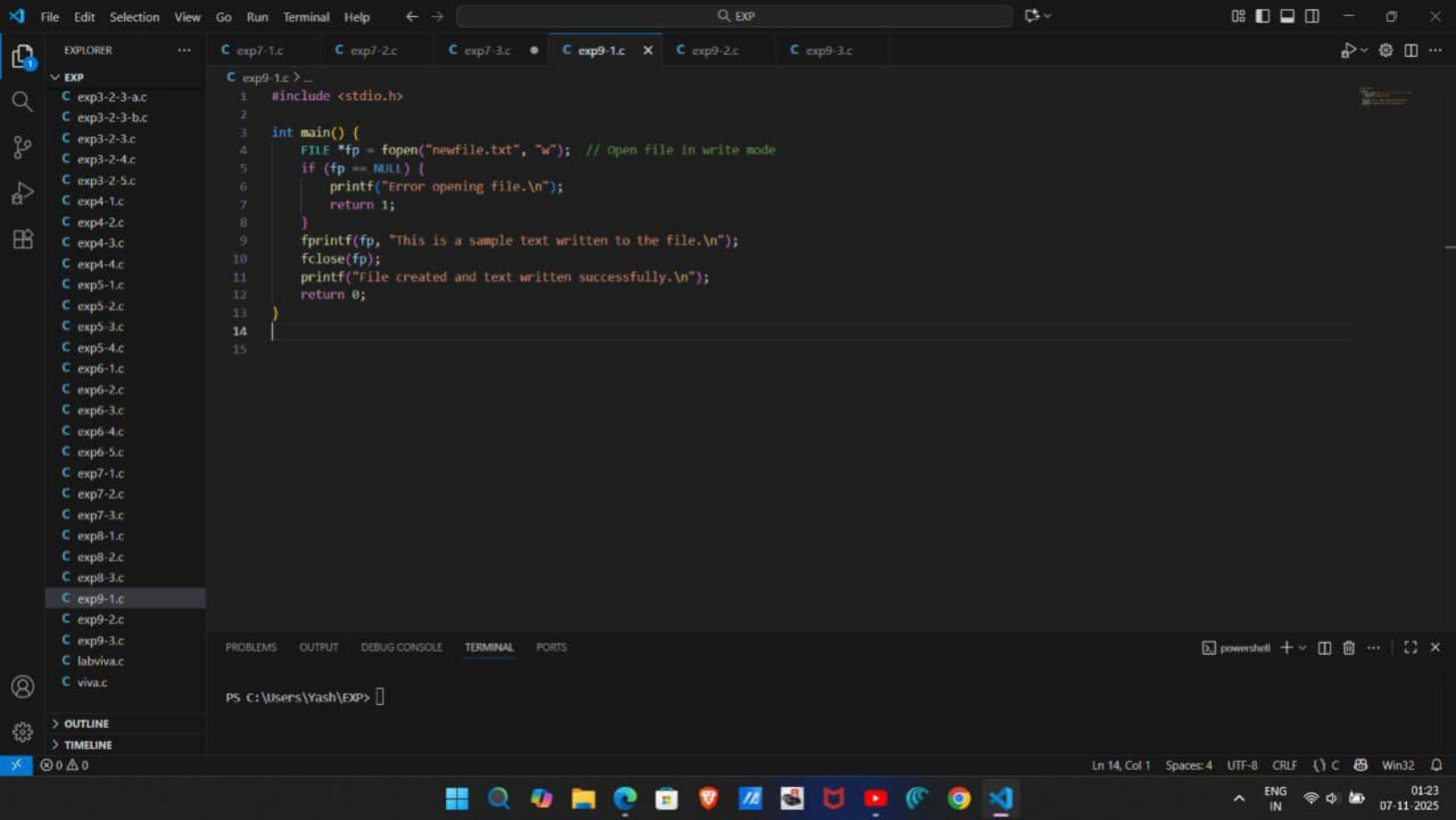
```
    } infile.close();
```

```
    return 1;
```

```
}
```

```
    return 0
```

```
}
```





Q-2

```
#include <iostream>
#include <fstream>
```

```
using namespace std;
int main () {
```

```
    char ch;
```

```
    ifstream
```

```
    infile ("example.txt");
```

```
    if (!infile) {
```

```
        cerr <<
```

```
        << endl;
```

```
        return 1;
```

```
    }
```

```
    while (infile.get(ch)) {
```

```
        cout << ch;
```

```
    }
```

```
    infile.close();
```

```
    return 0;
```

```
}
```

